the JOURNAL of the Travellers' Aid Society

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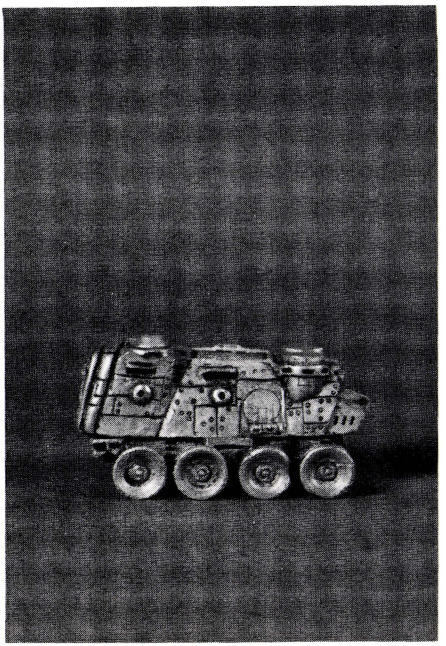

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JOURNAL

of the Travellers' Aid Society

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Traveller is Game Designers' Workshop's registered trademark for its role-playing game of science fiction adventure set in the far future.

Dates in this issue of the *Journal* are given in accordance with an arbitrary Imperial calendar of 365 days. ate consists of a three-digit number (the current day of the year), a dash and a four-digit number (the current year since the founding of the Imperium).

The date of this issue is **74-1108** or the 74th day of the 1108th year of the Imperium.

The *Journal of the Travellers' Aid Society* is a science-fiction gaming magazine dedicated to **Traveller,** GDW's role-playing game set in the far future.

Editor: Loren K. Wiseman
Spiritual Advisor: Marc W. Miller
Booklet Design and Layout: Chris Purcell
Publisher: Game Designers' Workshop
Artists in this issue: William H. Keith—pages 10, 12, 33, 35, 46; Darlene Pekul—page 37; Bill Hoopes— Cover.

WINNER— H. G. WELLS AWARD: BEST MAGAZINE COVERING ROLE-PLAYING, 1980

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The *Journal of the Travellers' Aid Society* is published quarterly with an individual issue price of $2.50. One year subscriptions are $9.00 in the United States and Canada. Foreign subscriptions (outside the USA or Canada, but not to APO or FPO addresses) are $18 per year, which includes airmail postage. Please make all payments in US funds drawn on a US bank.

Advertisers should inquire for an advertising rate card.

Submissions: We welcome articles and illustrations for the Journal. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets.

From the Management

This issue, we are experimenting with a pull-out feature, Special Supplement 1, *Merchant Prince.* Merchant Prince is an expanded character generation system for the merchant service, including four new skills, written and illustrated by Andrew and William Keith (whose work should be familiar to our readers).

To remove the supplement, carefully pry up the magazine's staples with a tool (such as a screwdriver) and remove the supplement. Bend the staples down again to keep the magazine from coming apart. To bind the supplement, insert two staples into the holes made by the magazine's staples and carefully bend them down. Done properly, the supplement should stand up under a reasonable amount of use for years. Of course, if you have access to a stapler with a long enough arm, you won't have to go through all this.

As another bonus to *Journal* readers, this issue contains a special preview of the Solomani Rim, the Harlequin subsector. This subsector will be familiar to many, since it is the location of Double Adventure 3, *The Argon Gambit/Death Station* and Double Adventure 4, *Marooned/ Marooned Alone.*

A major item of interest to our readers, I'm sure, is the results of the first *Journal* reader's feedback survey. The numerical results are given below. Although the percentage response was very low (only 88 forms returned out of the whole readership of the *Journal),* the number of responses was more than has been sent in on any single topic so far.

The most important question concerned the appearance of miniatures articles in the *Journal.* Not everyone responding to the feedback answered this question, but those that did usually answered at great length. 60 people were in favor of miniatures articles, 23 were opposed. 29 felt any articles published should be restricted to *Striker,* 40 felt otherwise. This would seem to indicate a victory for the pro-miniatures people, but an examination of the responses indicates a much closer outcome. About half of those responding yes did so with reservations of some sort, usually a proviso that any such articles should also include material of use to non-miniatures players. Many of those opposed said they were willing to accept an occasional miniatures article, provided that the subject remained a minor one, and did not dominate the magazine. Few readers wanted painting guides or terrain construction hints, and only two or three were virulently opposed to the idea of miniatures articles.

Those who responded no to the second question mostly did so with the provision that such topics as ship-to-ship miniatures combat not be ignored.

The course of action which seems acceptable to the largest number of readers is for the *Journal* to print a few such articles each year, mostly

geared to the beginner, and most containing some information which non-miniatures players can use.

No other real consensus emerged from the feedback forms. A number of readers expressed the concern that the *Journal* was over-emphasizing the military side of **Traveller** at the expense of its other aspects. A few were concerned that the recent articles on *Fifth Frontier War* and *Striker* would cause us to drift away from "real role-playing". As usual when we ask for suggestions from the readers, we got at least one letter for each of our regular features suggesting that we drop something else and print more of that feature. Several letters pointed out the fact that Ship's Locker has not appeared very often lately, and asked if we had cancelled this feature. We have not. It just seemed to us that interest was dropping. We will try to run it more often than in the past.

Andrew Keith's article *Striking It Rich* presents a number of reasons why the role-player will find *Sriker* of great utility. If, after reading it, you still feel that *Striker* is a waste of money, don't buy it.

This issue, in addition to rating each of the articles and the issue overall, we would like our readers to answer several questions not directly concerning the *Journal,* but **Traveller** in general.

Please indicate whether you play, referee, or do both.

First, how many of you use the published **Traveller** universe? Do you use all of it, parts of it, or use it merely as a source of ideas for your own universe?

Second, how many of you use approved **Traveller** products, and to what extent do you modify them?

Third, do you most often play short, one-time scenarios, adventures lasting several sessions, or a full-fledged campaign?

Non-subscribers are asked to respond to the same questions, but it will be necessary for them to use a separate sheet of paper.

Since we will be drawing one response at random each year to be awarded a free subscription, please make sure that your name and address are clearly written on the feedback form.

The results of the first *Journal* feedback survey are as follows:

Zhodani Military	3.81
Archaic Missile Wpns	3.72
AZ Thunder on Zyra	3.72
AZ Work of Art	3.51
Contact: Newts	4.05
Planetbuilding II	4.40
Atmos. Re-entry Kit	4.21
Medical Treatment	4.23
Just Detected	3.41
Bestiary	3.83
Issue 11 overall	4.05

— Loren K. Wiseman

Traveller is available overseas through GDW distributors in the UK and Australia. We recommend that our readers in these countries obtain copies through their respective distributors.

United Kingdom: Traveller (and its additional booklets, adventures and supplements) is printed under license from GDW by Games Workshop, 27-29 Sunbeam Rd, Park Royal, London, NW10. GW import the Journal and other GDW products.

Australia: Traveller products are imported and distributed by Jedko Games, 18 Fonceca St, Mordialloc, Vic.

JUST DETECTED

Play Aids

Traveller Cardboard Heroes, Set 1

The first in a series of full color cardboard flats designed for use with **Traveller** scale (15mm) deck plans. Set 1 contains 57 two-sided stand-up figures of adventurers, soldiers, patrons, and so on, printed on stiff card. $3.00.

Published by Steve Jackson Games, PO Box 18957, Austin, TX 78760-8957.

Magazines

Different Worlds

The latest issue received, number 17, contains an article describing three new fighters for use in **Traveller** campaigns, as well as a plug for *Invasion Earth.*

Single issues are $2.50; subscriptions are $21 for one year, $39 for two years.

Publisher: Chaosium, Inc. Address correspondence to Different Worlds, PO Box 6302, Albany, CA 94706.

Ares

SPI's bi-monthly magazine of SF and fantasy role-playing.

Individual copies are $4.00. Subscriptions are $16 per year.

Publisher: Simulations Publications, Inc. Address all correspondence to Ares, c/o SPI, 257 Park Avenue South, New York, NY, 10010.

The Space Gamer

Issue number 48 contains Storm, the sequel to a previous adventure, Flare Star, a review of *High Guard, 2nd edition,* and capsule reviews of *Invasion Earth* and other **Traveller** items.

Individual issues are $2.50; subscriptions are $21 for one year, $39 for two years.

Publisher: The Space Gamer. All correspondence should be sent to The Space Gamer, PO Box 18957, Austin, TX 78760-8957.

Dragon

Issue number 58 contains an article on aliens and **Traveller,** a review of *Trillion Credit Squadron,* and capsule reviews of several **Traveller** related items.

Individual issues are $3.00; subscriptions are $24 for twelve issues.

Publisher: Dragon Publishing. Address all correspondence to Dragon, PO Box 110, Lake Geneva, WI 53147.

Adventure Gaming

Issue number 6 contains a short adventure for **Traveller** by Marc Miller entitled Stranded on Arden, an article on variant NPCs, and an article on close combat in **Traveller.**

Individual issues are $3.00; subscriptions are $29 for thirteen months.

Publisher: Manzakk Publishing, Inc. All correspondence should be directed to Adventure Gaming, PO Box 12291, Norwood, OH 45212.

Alien Star

A bi-monthly magazine for SF role-playing, concentrating on **Traveller,** and published in the UK.

Individual issues are 75p, subscriptions are £4.75 for 6 issues. For UK subscriptions write N. E. Dickenson, 7 Tower Place, West End, Southhampton, S03 3DL UK; US subscribers write The Armory, 4145 Amos Ave, Menlo Industrial Park, Baltimore, MD 21215.

TRAVELLER NEWS SERVICE

REGINA/REGINA (0310-A788899-A) **Date: 302-1107**

¶ The office of the Duke today denied reports that his Grace Norris, Duke of Regina, had died of a rare form of lung infection. Although declining to answer questions on the Duke's condition, or to reveal the Duke's whereabouts, a spokesman for the Duke's seneschal stated that his grace was in a safe location, and was recovering rapidly. Ω

RHYLANOR/RHYLANOR (0306-A434934-F) **Date 362-1107**

¶ Unconfirmed reports of the fall of Kinorb (Regina 0602) and Yorbund (Regina 0703) systems to Vargr forces allied with the Zhodani were received today.

¶ The office of Army Vice-Marshal Adam Lord Bryor declined to comment on these reports other than to say that fighting in these two systems continues. Ω

RHYLANOR/RHYLANOR (0306)-A434934-F) **Date: 14-1108**

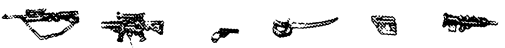
¶ In a press release made available today, the Admiralty has classified the following systems as combat zones: Dentus (Regina 0601), Kinorb (Regina 0602), Yorbund (Regina 0703), Yres (Regina 0202), Pixie (Regina 0303), Boughene (Regina 0304), Uakye (Regina 0205), Whanga (Regina 0206), Knorbes (Regina 0207), Forboldn (Regina 0208), Hefry (Regina 0309), Ruie (Regina 0209), Regina (Regina 0310), Jenghe (Regina 0210), Extolay (Lanth 0101), Lanth (Lanth 0109), D'Ganzio (Lanth 0310), Phlume (Vilis 0801), Denotam (Vilis 0603), Edinina (Vilis 0403), 728-907 (Vilis 0404), Frenzie (Vilis 0306), Saurus (Vilis 0510), Asgard (Vilis 0709), and Tavonni (Vilis 0710).

¶ The Admiralty declined comment at this time on the progress of the war, or to issue any reports of losses. Ω

Traveller News Service is another Imperium-wide benefit of membership in the Travellers' Aid Society.

NEW!

CARDBOARD HEROES



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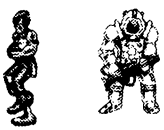
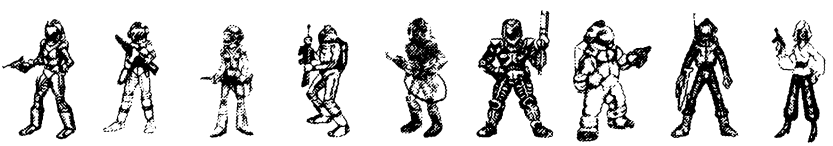


TRAVELLER



SOLDIERS OF FORTUNE is our first set of licensed Cardboard Heroes for *Traveller*. These are the player characters, patrons, and other NPCs for all your adventures . . . as well as a generous supply of "dropped weapon" counters ranging from knives and clubs to PGMPs.

$3.00 buys you 57 full-color miniatures (painted by Paul Jaquays), plus 45 weapons. All figures are in 15mm scale, to fit standard deck plans by GDW and other approved publishers. Each figure folds to form its own base . . . optional plastic bases are also available in both black and white.

Look for more *Traveller* sets soon . . . including Imperial troops, Zhodani, and more.

If your hobby shop doesn't have Cardboard Heroes yet, report them to Imperial authorities, c/o our address below — and we'll send them a sample. You may also order direct from us. Send $3.50 per set (this covers postage and handling), and $3.50 per base set desired (specify black or white) to:

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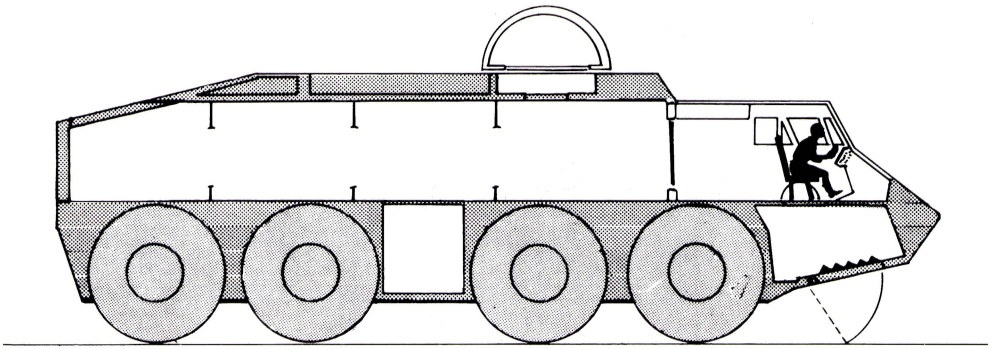

The Ship's Locker

GAATV

The Grav-assisted ATV (GAATV) is a conventional All-Terrain Vehicle with the addition of a gravity generator package capable of ten tons thrust. The generator is used to cancel all or part of the vehicle's weight, allowing both higher speeds and crossing of terrain that would not support a ten-ton ATV.

While the GAATV's power to weight ratio would approach infinity, practical considerations, including the ability of the suspension to maintain contact with the road and the power consumed by the grav unit limit the safe speed to twice that of a conventional ATV: 100 kph cross-country, 200 kph on surfaced roads (Safe speed: more is possible, but think about trying to handle a fifteen meter van at Lamborghini velocities.) The vehicle cannot fly, and jumping over crevasses (or buses, motorcycles, etc.) is not recommended. All other specifications as the standard ATV, (see **Traveller,** Book 3, pages 21-22).

TL: 9 *Price:* Cr50,000 *Wt:* 10 tons

SUBMERSIBLE ATV (DEEP-V)

A GAATV equipped for underwater work, using the grav unit for buoyancy control; not as versatile as a pocket sub, but much cheaper. The hull is reinforced (double armor value of a standard ATV; working depth 100m, crush depth 200m) and sonar and special lights are fitted. Other characteristics as GAATV above.

TL: 9 *Price:* Cr70,000 *Wt:* 10 tons

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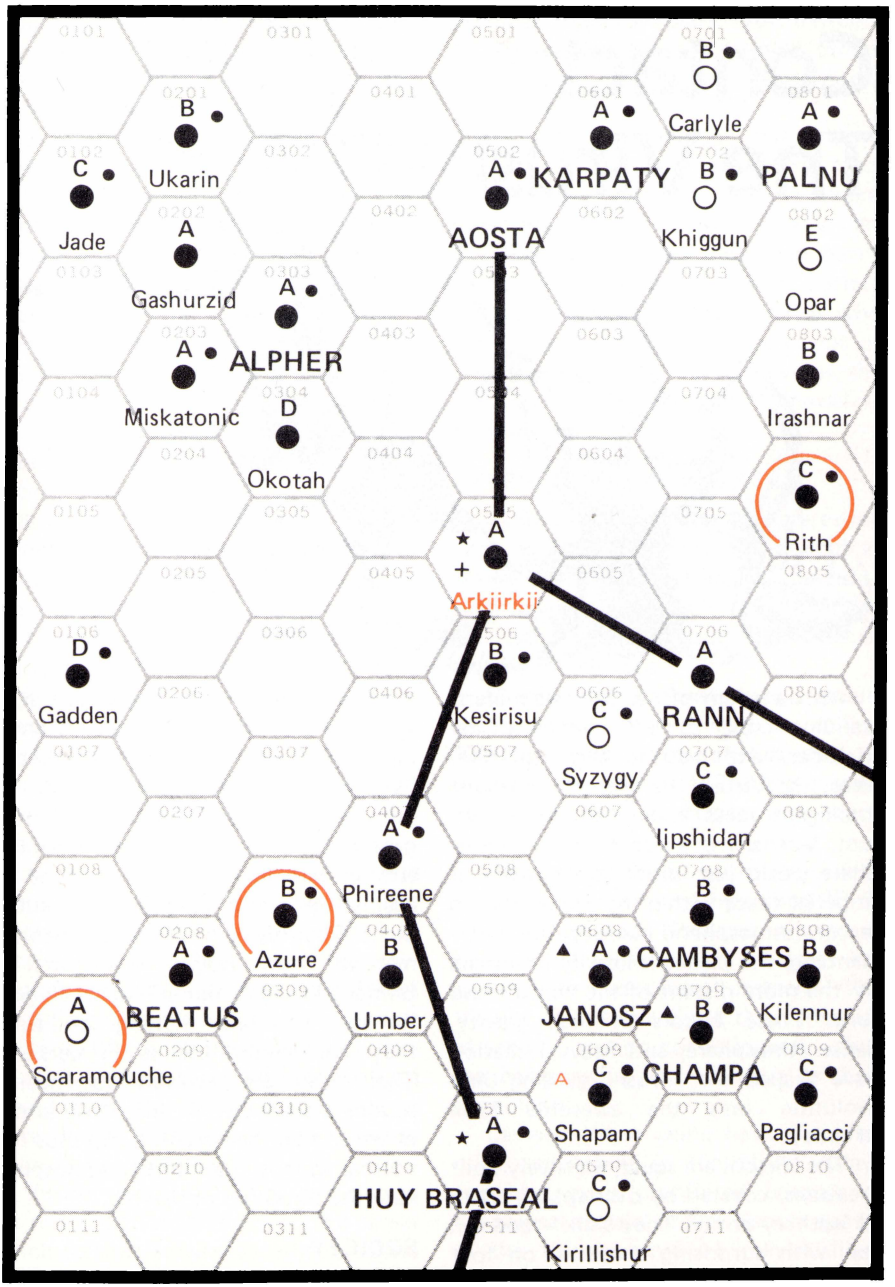
Harlequin Subsector

The Solomani Rim sector of the Imperium will be published as a supplement this summer. As a prevue, we present the Harlequin subsector, which has already been used as the setting for a number of adventures. Unlike the Spinward Marches, this subsector is a highly civilized area, settled for over 5,000 years. The letter W below and the + sign on the map (at Arkiirkii) stand for a scout way station.

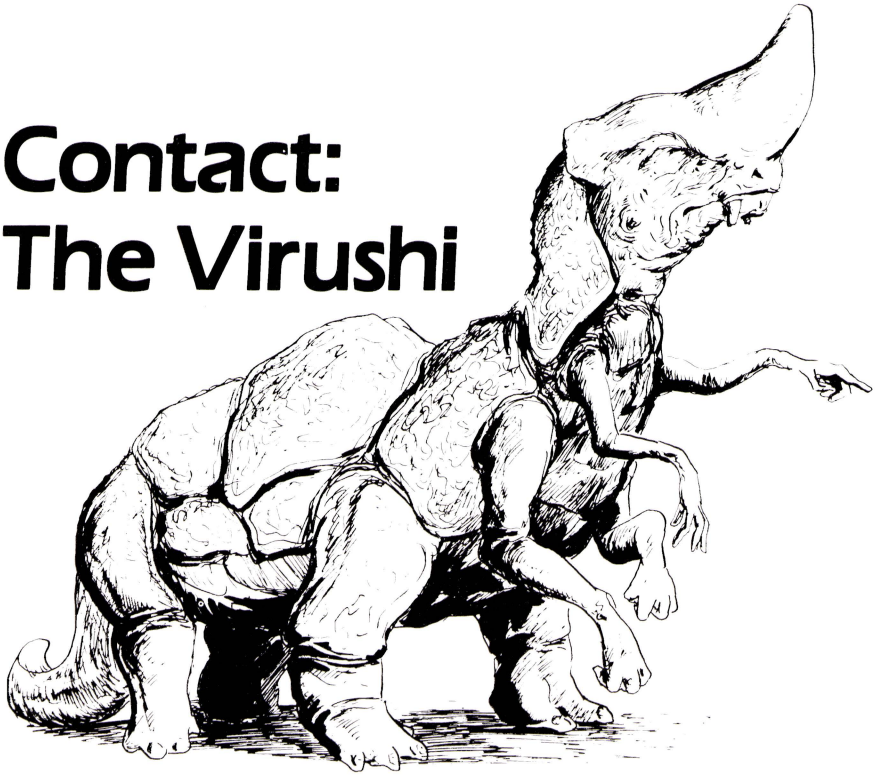
Name	*Statistics*			*Remarks*		
Jade	0102	C4758BF	D			G
Gadden	0106	D893200	8	Non-industrial.		G
Scaramouche	0109	A7C6503	9	Non-industrial.	A	
Ukarin	0201	B433742	D	Non-agricultural. Poor.		G
Gashurzid	0202	A6568A8	F			
Miskatonic	0203	A487863	9	Rich.		G
Beatus	0208	A688989	E			G
Alpher	0303	A866997	E			G
Okotah	0304	D325103	B	Non-industrial		
Azure	0308	B3348CF	B		A	G
Phireene	0407	A469895	D	Rich.		G
Umber	0408	B777464	D	Non-industrial.		
Aosta	0502	A453A26	F	Poor.		G
Arkiirkii	0505	A66A8AD	F N W	Subsector Capital. Water World.		
Kesirisu	0506	B49A502	A	Non-industrial. Water World.		G
Huy Braseal	0510	A255989	F N			G
Karpaty	0601	A483954	F			G
Syzygy	0606	C100721	8	Vacuum World.		G
Janosz	0608	A564978	B S			G
Shapam	0609	C232533	C	Non-industrial. Poor.		G
Kirillishur	0610	C7A4543	E	Non-industrial.		G
Carlyle	0701	B9B5865	C			G
Khiggun	0702	B8A3643	E	Non-industrial.		G
Rann	0706	A664988	F			
Iipshidan	0707	C544534	A	Non-industrial. Agricultural.		G
Cambyses	0708	B246988	A	Industrial.		G
Champa	0709	A6629B9	8 S			G
Palnu	0801	A484999	E			G
Opar	0802	E5AA267	E	Non-industrial. Water World.		
Irashnar	0803	B131438	F	Non-industrial. Poor.		G
Rith	0804	C536875	C		A	G
Kilennur	0808	B5958BE	B			G
Pagliacci	0809	C754733	6	Agricultural.		G

The Harlequin subsector contains 33 worlds with a population of 67.1 billion. The highest population is 17 billion, at Aosta.



Harlequin Subsector

Contact: The Virushi



With a length of nearly three meters, standing close to 1.8 meters at the shoulder, and massing close to 1000 kilos, the Virushi are among the largest intelligent races known to the Imperium. Virshash is a size A, dense atmosphere world just within the borders of Imperial space within the Reaver's Deep sector; atmospheric density not withstanding, the planet is heavily irradiated by the more distant of the world's two suns. These factors of high gravity, dense atmosphere, and heavy radiation have shaped the Virushi, guiding their evolution into the awesome form of today.

The Virushi are squat, massively built creatures, covered by overlapping plates of leathery armor. They walk – and can run with surprising speed – on four tree-thick legs, and are capable of extraordinarily delicate manipulation with two sets of arms. The lower arm pair are heavily muscled and extremely powerful; the upper pair seem withered by comparison, but are amazingly dextrous. The semi-erect posture has led some humans to call the Virushi "centaurs with tank blood", or "intelligent bulldozers". They are immensely strong, but this strength must be set against generally poor sensory equipment. Their eyes, nearly buried beneath massive brow ridges, work well in brilliant sunlight, but are not at all good for seeing in poor lighting conditions; they are almost useless in darkness. Their ears are evolved for hearing sounds transmitted in the dense atmosphere of their homeworld, and thus find normal sounds in a standard atmosphere near the threshold of hearing.

SOCIETY

As the Virushi progressed towards civilization, an unusual social unit called the "cooperative" by sophontologists came into being. Individual Virushi had

to eat a great deal, and range over a wide area, to feed their massive bodies. The tendency, then, was towards a highly individualistic, even solitary existence. However, those individuals who cooperated in building shelters, tools, fire, and, of course, families, had a better chance for survival. The resultant culture today is semi-feudal. Obligation and duty are complex and interwoven; the individual's love of freedom is carefully balanced against a feeling of responsibility towards others. The concept of coercive government is inconceivable – and incomprehensible – to these people. They give freely of their own abilities and services, and expect a minimum of outside interference in their lives. A Virush will work in voluntary cooperation with others, but cannot be ordered to do something he doesn't want to do.

Though they appear frightening to humans, the Virushi are a gentle race – largely because they are of such size and strength. As one of the larger lifeforms on their homeworld, they were never forced to aggressively dominate their environment. Cultural units never evolved past the cooperative stage. Organized states, large governments, and organized warfare never came into being. A lack of drive has tended to keep the Virushi from becoming anything more than what they have always been, a contented, pastoral, almost utopian culture. Many individuals, however, do possess a certain urge to leave their homes, see the universe, and try to serve others as they have always served their own cooperatives.

Virushi found off their homeworld are most likely to be engaged in a career which stresses service to others; others are often found in work which caters to their highly individualistic way of life. Their great dexterity makes them excellent doctors – a Virushi surgeon was recently elevated to the emperor's personal medical staff. An extreme dedication and a fervor to help others characterizes such Virushi encountered in jobs of this kind.

Because they will not take orders, Virushi do not join the military, even though their great size would make them fearsome fighters. Many an Imperial drill sergeant has been heard bemoaning the fact that such perfect fighting machines are also pacifists who don't even understand the concept of war. In their chosen fields, however, the Virushi have distinguished themselves on many occasions.

REFEREEING THE VIRUSHI

Virushi characters can be interesting both as NPCs and (for the daring) as player characters. In creating and using such characters, certain modifications are required to reflect the unusual features of the race.

Characteristics: Strength and endurance are each determined by rolling 1D+10. These characteristics can be improved by later modifications earned during the character's career to as much as 20.

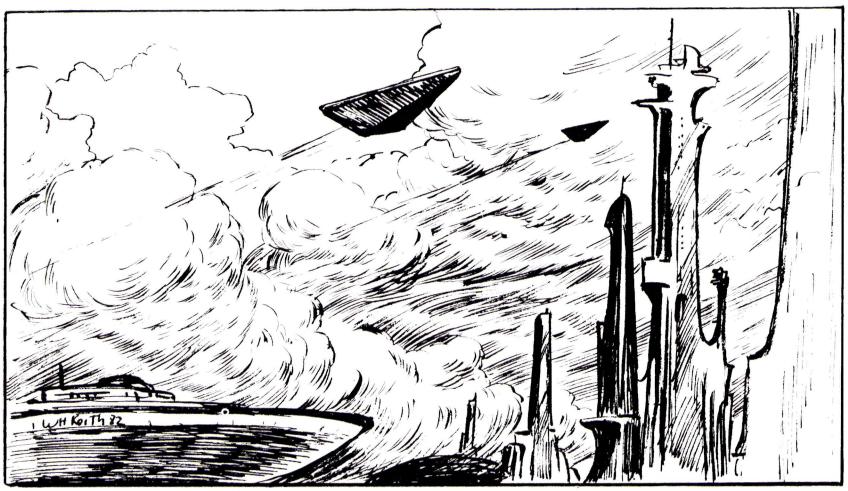
Dexterity is found by rolling 2D+2.

Social level is found by rolling 2D-2. Virushi social level does not improve as a result of service; such increases are applied to education instead. The Virushi do not care about the intricacies of society, and do not fit in well – thus the comparative lack of value to their social level.

Careers: When using basic **Traveller** rules, enlistment in the Navy, Army, and Marines is prohibited because of the refusal to take orders. Scouts appeal to the Virushi sense of individualism, and Scout service enlistment earns a DM+1. In Supplement 4, *Citizens of the Imperium,* the same favorable DM is

continued on page 14

Tarkine Down



Players' Information:

Tarkine (C-466662-7) is an agricultural world in district 268 of the Spinward Marches. In 960 it was discovered that corsairs operating in the surrounding systems were supplied personnel, technical assistance, and fuel by Tarkine's government in exchange for a share of captured goods. To eliminate this hazard to shipping and to civilization, an Imperial task force was dispatched, the corsairs destroyed, the government replaced, and a scout base established. Continuing uprisings among the world's six million inhabitants have led the world to be posted as an amber travel zone.

With the advent of the Fifth Frontier War, the troops normally employed in keeping the lid on are needed elsewhere, and the subsector government is seeking mercenaries to supplement local loyalist troops. The scout base at Tarkine is needed to monitor movements of Sword Worlds naval forces in the region.

Referee's Information:

The contract offered is a one year security short ticket to a battalion-sized force for the protection of Tarkine down starport and the scout base. Cr4,000,000 up-front money is offered to a reputable unit, Cr500,000 will be provided monthly to meet payroll demands. A success-only bonus of Cr5,000,000 will be held in escrow and paid out if the mercenaries are successful in protecting the starport for a full year. Transport to Tarkine will be provided. The mercenary commander will work under the command of the local authorities.

Amber Zone

The starport is located by a major river, and consists of the scout base, a large administrative building, fuel processing facilities and storage tanks (underground), and numerous smaller buildings containing maintenance, technical, communications, and entertainment facilities. There is little provision for mercantile shipping (only four pads and a couple of warehouses and admin shacks), and they are not often used. The overall impression is of an armed camp, and not a free starport. Starport security is tight, and off-port leaves are

not encouraged. A city with 22,000 inhabitants is 25 km away along the same river.

The starport is a rough square 5 km along the sides. Three sides are bounded by rings of minefields and anti-vehicular defenses, and the fourth by the river bank. Two main highways lead out from the starport, one toward the nearby city along the river, and the other in the opposite direction. Dockside facilities line the riverbank, though river traffic is not heavy.

Once they arrive on-planet, the mercenaries will be expected to patrol out to 5 km beyond the starport perimeter, man the security checkpoints of the port, and maintain a small post upriver (away from the port and city). Security in the starport itself will be maintained by an Imperial marine company billetted next to the administration building. The marines consider their orders to be to hold the starport, not run a rescue service, and will be unlikely to come to the aid of the mercenaries if trouble develops unless the security of the starport is directly threatened.

Within 10-60 days of arriving, news will be received of rioting and unrest at some small cities not far from the starport. Within a few days more, the rioting will spread to a number of other nearby cities, and the loyalist forces will have their hands full. Any mercenaries caught in the rioting will be slain or imprisoned.

During this time, acts of sabotage and terrorism will be made against the starport-scout base and mercenaries; snipers, smuggled bombs, small commando actions, and rocket attacks will have to be contended with. Such incidents may be played out in detail or by using an abstract system as outlined in Book 4, *Mercenary.* Also during this time, a major guerilla assault against the starport will be made, by commando-trained Tarkinian rebels. The rebels will largely be armed and armored at TL 7 standards, but will have sizable amounts of captured weaponry (TLs 9-12). They will be well-organized and determined, and of battalion strength.

— *Roger Moore.*

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continued from page 11
applied to careers such as doctor, belter, scientist, and any other career in which service to others and/or extreme independence are stressed.

Virushi characters going through the expanded character generation system presented for merchant characters (elsewhere in this issue) receive a DM+1 when applying to free traders, and a DM-1 in joining either of the other merchant services.

Skills: Virushi begin with no knowledge of gun or blade weapons. The first skill earned in either category gives them a skill-0, allowing use of the weapon, but no real expertise. Subsequent additions are treated normally.

Combat: If a Virushi character is forced to fight, he may make use of a number of different natural weapons. The tail is treated as club+1. The lower arm pair may be used as unmodified clubs. Feet are treated as hooves+1. The thick armored hide of the Virushi is treated as cloth armor, and those characters who are wearing armor receive modifiers twice. In combat, a Virush may make two attacks with natural weapons each round, rather than one; each attack must be with a different body part, and cannot be made in conjunction with any attacks using artificial weapons. For basic **Traveller** combat, Virushi may move at a speed of three, but only for a number of rounds equalling their endurance.

When using *Snapshot* or *Azhanti High Lightning* rules, Virushi take up two squares at a time. Double-sized counters – available from a variety of boardgames, or homemade – may be used to represent this. Only one Virush may occupy a given two-square area, but two human-sized beings can also be stacked on each square also occupied by a Virush. A human can ride on the back of a Virush, providing, of course, that he is permitted to do so. In *Striker* situations, Virushi characters are mounted individually, in the rare instance when one appears at all.

Equipment: Although their hands are close to human in shape and articulation, Virushi prefer equipment tailored for them, mostly because gear built for humans tends to break easily. Vacc suits and the like will cost twice the normal amount, regular equipment 1.5 as much. Virushi characters handling an item of human equipment or a human weapon in combat situations or periods of great stress will break it accidentally on a roll of 9+.

Virushi require a great deal of space to hold their massive bulk. When carrying Virushi characters in starships, or otherwise providing accomodations, tonnage requirements are twice those for humans. Thus comfortable staterooms must have a capacity of 8 tons, while cramped or military facilities are the normal 4 ton cabins used by humans. Virushi will endure discomfort stoically, but it is wisest to provide staterooms of sufficient size to avoid severe damage to the room's interior by accidental flicks of the tail or other unavoidable problems. A partition can be removed between two cabins, and a and heavy-duty Virushi furnishings installed, for Cr5,000 (including the cost of returning the room to its original condition after the voyage is over). Virushi passengers will cheerfully pay the extra amount of a ticket to have such modifications made.

Environment: Accustomed to dense atmospheres, Virushi treat a standard atmosphere as thin and a thin atmosphere as very thin. They tend to make jokes about their vacuum-breathing friends, while humans in Virushi-conditioned rooms often complain of drowning in the thick soup the Virushi like to breathe.

PLAYING THE VIRUSHI

Players who want to take on the challenge of playing a Virushi character should always attempt to conform to the unique aspects of Virushi psychology. Virushi are gentle, compassionate, and do not indulge in aggressive speech or behavior. Extremely polite and soft-spoken at all times, the Virushi voice is naturally rather quiet and weak; this is due to differences in atmospheric pressure between their own world and those of humans. Thus an attitude of calm, quiet, unassuming behavior is urged on any player running a Virushi character.

Virushi will fight, particularly when the lives of friends or charges are threatened. They do not, however, seek out conflict. They rarely carry weapons, and prefer negotiation to combat. Placid in the face of threats, largely indifferent to pain, the Virushi never become angry. They will tend to be concerned, even apologetic, if forced to cause damage or pain.

Virushi will not give orders, though they may make suggestions and offer advice in a diffident fashion (which sometimes inspires a quick obedience from those around who feel that the awesome body, rather than the gentle mind, should be obeyed in every whim!). Equally, they do not take orders, though they may be persuaded to do something for the common good. Virushi expect this same behavior from others, but are more amused than troubled by the alien (to them) lack of harmony and cooperation. Attempted coercion and threats do not move or anger them. At first, Virushi will be amused by, and then ignore such advances. Reason and negotiation will be attempted for as long as possible, but finally, if all else fails, they will humbly and apologetically deal violently with their antagonist.

The referee should not use the normal reaction table rules in dealing with Virushi. Virushi characters should use the sequence above; if rolls should be necessary, however, hostility results should be treated simply as non-cooperation. If such results continue to turn up under persistent pressure, the reaction should slowly be altered to the point where violence becomes the only alternative.

On the other hand, non-Virushi characters who are faced with a Virush will tend towards enthusiastic cooperation with anything the being urges, particularly if they are not familiar with the race. Even those who know the gentle nature of these beings will find the fearsome appearance very, very persuasive.

Limitations on Virushi senses should be kept in mind at all times. A Virushi character or party suffers a DM-3 on rolls for surprise (this is not true, however, in dense atmosphere situations, where Virushi hearing is excellent). Players and referee alike should note that soft sounds are inaudible to Virushi characters, and peripheral vision limited. Responding to anything behind them requires a ponderous turn, making them slow to respond to threats from their rear.

Psionic powers are not uncommon among the Virushi, but like all other Imperial citizens, their development and use are suppressed.

Their philosophy of non-violence colors everything the Virushi do. They may spend hours trying to persuade their non-Virushi comrades of the benefits of peaceful negotiation, reason, and discussion. Players and referees are encouraged to pursue other lines of behavior and thought that may be suggested by these basic guidelines.

– J. Andrew Keith & William H. Keith, jr

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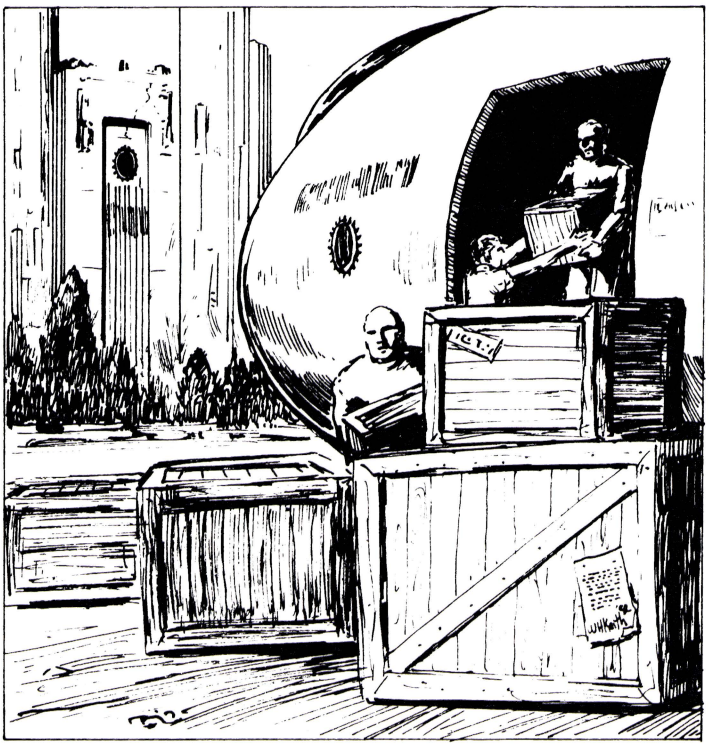

The Imperium is held together by the bonds of trade — the exchange of goods, services, ideas, and culture. From lone free traders to sector-spanning commercial empires, it is the merchant service that keeps the interstellar community united and flourishing. **Traveller** Book 1 provides a character generation system suitable for general adventurer characters. For more experienced traders and merchants, the following expanded procedure is provided.

References: The following **Traveller** Books are used as references: Book 1, *Characters and Combat,* and Book 5, *High Guard.*

BACKGROUND

Merchant companies of every size and description can be found throughout inhabited space. The operations of all merchant lines can be grouped into three

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Design Credits:
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categories. There are the organizations which operate over a sector or more of space — generally either megacorporations or very large regional lines. The next level lower includes those companies whose operations encompass a subsector or more, the most common merchant line. Finally, at the bottom end of the spectrum, free traders and small local lines fill in the gaps. These latter are considerably looser in organization; otherwise, differences are mainly those of size and scope.

ENLISTMENT

Any character beginning a merchant career must be aware of the size of his or her homeworld's starport (A, B, C, D, E, or X). This can be designated arbitrarily by the referee, or generated using the rules found in Book 3.

Pre-Enlistment Options: The section on re-enlistment options provides an individual the opportunity to attend college, a merchant service academy, and even medical school prior to beginning merchant service.

Procedure: A throw to enlist is given for each of the three classes of merchant service. A character may attempt to join any of the three types; if unsuccessful, he or she may attempt to join one of the others; and, if unsuccessful there, may attempt to join the remaining type. However, a character may only join a sector-wide line if his homeworld starport is type B or larger, and a subsector-wide line only if the starport is type D or larger. Characters may always attempt to join the free traders, regardless of homeworld starport type.

ACQUIRING SKILLS AND EXPERTISE

Once a character has entered a merchant service, the following procedure is used to determine the experience and skills which are received.

Terms of Service: Upon enlistment, a character begins a term of service lasting four years. This adds four years to the character's age. Each time that a character re-enlists, it is for an additional four-year term.

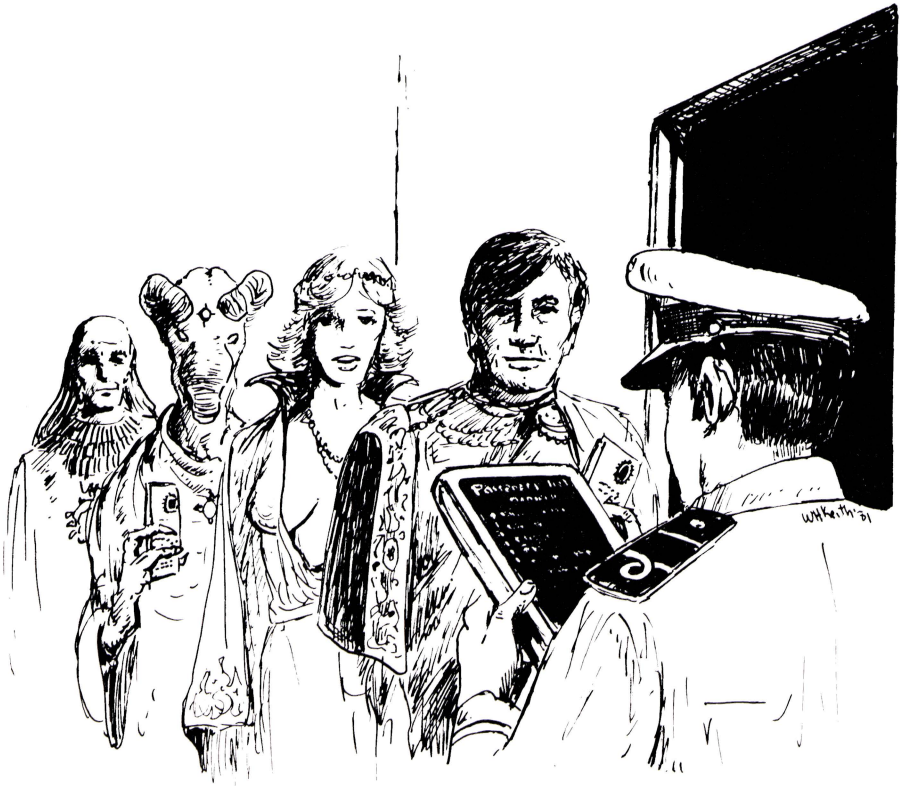
Each term is divided into four one-year assignments. Characters determine their assignment each year, and then resolve all actions pertaining to it. Upon the conclusion of four assignments, the character has completed one four-year term, and may attempt to re-enlist or elect to muster out.

Departments: When first enlisting, a character may choose one of the departments of the merchant service. Once a department is selected, transfer to another department is extremely difficult.

Sector- and subsector-wide merchant lines are divided into three departments: engineering, purser's, and deck. The engineering department is concerned with operation, maintenance and repair of starships. The purser's department is responsible for passenger care. The deck department handles all other aspects of ship operation, trade, and customer contact.

These departments are not found in the free traders. Because of the small size of their operations, free trader crewmembers must fill many different roles as the need arises. Throughout these rules, a distinction between free traders and merchant lines will be made, as many of the options of one are closed to the other.

Characters serving in a merchant line may select different departments upon initial enlistment and upon commissioning. The character is free to select any department. Certain exceptions apply — a medical school graduate receives a commission in the purser's department, and a business school graduate receives a



commission in the deck department (if the character is eligible for commissioning on initial enlistment). Individuals receiving a commission as a result of the special duty table must select the department previously held, or another in which they have received training.

The only way initial department selection may be changed later is by re-enlistment in a different department at the end of a four-year term or upon commissioning. This is possible only when the character has received training in the new department at some prior time during his or her career.

Apprenticeship: The merchant services do not find it profitable to devote special attention to training new crewmembers. A system of on-the-job training replaces the basic and advanced training of military organizations. During the first two years of a character's first term of service, the individual is automatically entitled to a skill die roll in addition to any that are normally received through the assignment resolution process. This roll should be taken on the appropriate department skills (free traders use service skills) table.

Assignments: Each one-year assignment is resolved separately. Resolution is a three-step procedure — officers determine what position they will hold in the current assignment, the specific assignment is selected, and that assignment is resolved in terms of survival, bonuses, and skills.

1. Position Determination (officers only): Since there are fewer berths than there are qualified officers in any merchant service, officers are often forced to take positions below their actual qualifications. All officers must consult the assignment

position table once each year. For each department, a throw (on two dice) is indicated: achieving that throw gives the officer a position at his or her current rank. Failing causes the officer to serve at one rank below current qualifications, which will hinder promotions. No officer can serve at a rank below cadet (O0).

2. Specific Assignment: The character consults the specific assignment table to determine the type of duty to be performed during the one-year term. Such assignments, include routes, charters, speculative trade, exploratory trade, special assignments and, for free traders, smuggling and no business. Roll two dice and determine the result from the table.

3. Resolution: Every assignment (except special duty) calls for three results — survival, bonuses, and skills. Unlike military generation systems, promotions are handled under a separate procedure.

Survival: any assignment may pose some danger of injury or death. To survive an assignment, the character must throw the indicated number or higher on two dice. If the indicated number is thrown exactly, the character has been injured or wounded. An automatic bonus of Cr750 is awarded to injured characters.

Bonuses: Characters may receive a bonus as a result of heroism or outstanding performance. If a character rolls the indicated number or higher, he or she receives a bonus roll. Bonus rolls are made at the end of each term on the cash benefits table used during the mustering out process. The amount of the bonus is half the total shown on the table.

Skills: A character may receive skills as a result of his or her assignment. If the character rolls the indicated number or higher, then he or she becomes eligible for one skill, to be determined immediately.

The types of skills available depend upon the type of service (merchant or free trader), the character's rank, and the nature of the assignment performed. Any free trader character may roll on the trader's life or free trader service skills tables; free trader officers may roll on the free trader business skills table instead. Merchant characters may always roll on the merchant life, shipboard life, or the appropriate department skills tables; merchant officers may roll on the officers' skills or mercantile skills tables instead. Any captain (rank O5+) from either type of service can roll on the masters' skills table instead.

Skills may also be earned through the promotion process.

Retention in Assignment: Each assignment lasts one year, and a character is normally eligible for reassignment at the end of that year. The realities of mercantile life, however, mean that new assignments may not be available, and the character may be forced to remain in his or her present assignment. At the end of each assignment, roll one die — if the result is 6, the next assignment will be the same as the previous one.

Characters cannot be retained in the same assignment more than once in succession, or be retained in the same assignment involuntarily at the end of a four-year term, even if they re-enlist. Retention cannot occur on special duty.

PROMOTIONS

Merchant service promotions are based almost entirely upon knowledge, merit, and experience. They are governed by the ability to pass examinations proving a specific knowledge of specific skills. Enlisted personnel in the merchant services are not divided by rank, and do not undergo promotion attempts, though they may

earn a commission. Officer ranks, qualifications, and exam difficulty for each rank are outlined on the table of ranks and promotions.

A character may seek promotion to the next highest commissioned rank by taking an examination in lieu of regular skill eligibility. The throw needed to pass the exam for each rank is given, along with the qualifications that go with that rank. If the throw is achieved, the character is promoted to the new rank, and skills increased to the levels shown by the qualifications column.

DMs are applied to the examination throw. For intelligence 9+, +1. For education 9+, +1. For equalling or exceeding listed qualifications, +2.

Characters may only take a promotion examination if they are serving at the position of their full current rank. While one promotion can be attempted each year, only one promotion can be received per term. Only the next higher rank (in order within the character's current department) may be attempted. Failure has no effect on future actions.

Commissions: Commissions are automatically given to graduates of the academy. Merchant characters may receive commissions as a result of the special duty table. Free traders must test for a commission in exactly the same manner as they would test for promotion from one commissioned rank to the next. Upon receiving a commission, the character is considered to be a cadet (rank O0), a supernumerary officer in training. If a character does not pass examination for promotion from cadet rank within four years of receiving the commission, he or she will revert to enlisted status.

Player characters may take examinations at any A or B class starport in order to earn their papers.

SPECIAL DUTY

Personnel may be assigned to special duty by the specific assignment table. In this event, consult the special duty table under the correct column. Note that free trader characters never receive special duty.

For enlisted personnel —

1. Trading Station: The character has been assigned to duty at a local trading post or business office. One level of liaison skill is received automatically.

2. Deck Department Training: The character has been selected for training in deck department procedures, and may receive up to three skills as a result. Roll 5+ on one die for each of the following skills: commo, computer, gunnery. The character is eligible for transfer to the deck department after the conclusion of the current four-year term.

3. Engineering Department Training: The character has been selected for training in engineering department procedures, and may receive up to four skills as a result.

Roll 5+ on one die for each of the following skills: engineering, mechanical, electronics, gravitics. The character is eligible for transfer to the engineering department after the conclusion of the current four-year term.

4. Purser's Department Training: The character has been selected for training in purser's department procedures, and may receive up to three skills as a result. Roll 4+ on one die for each of the following skills: steward, liaison, and admin. The character is eligible for transfer to the purser's department after the conclusion of the current four-year term.

5. Commission: The character receives a commission. He or she is promoted to the rank of Cadet (O0), and has four years in which to confirm the position as an officer by passing a promotion exam for Fourth Officer (O1). Roll again on the specific assignment table and resolve the assignment normally at the new rank. No extra skills are received as a result of commissioning.

For commissioned officers –

1. Command School: The character has been selected for intensive training in starship command, and may receive up to three skills as a result. Roll 5+ on one die for each of the following skills: leader, legal, ship tactics, admin.

2. Deck Department Training: The character has been selected for deck department training. Roll 5+ on one die for each of the following skills: admin, commo, and computer. The character is eligible for transfer to the deck department after the conclusion of the current four-year term.

3. Engineering Department Training: The character has been selected for training in engineering department procedures, and may receive up to four skills as a result. Roll 5+ on one die for the following skills: engineering, admin, electronics, and computer. The character is eligible for transfer to the engineering department at the conclusion of the current four-year term.

4. Purser's Department Training: The character has been selected for training in purser's department procedures, and may receive up to three skills as a result. Roll 4+ on one die for the following skills: computer, liaison, and admin. The character is eligible for transfer to the purser's department after the conclusion of the current four-year term.

5. Trading Station: The character has been assigned to a local trading post or business office, and receives one level of liaison skill automatically. Roll 5+ on one die for each of the following skills: admin and broker.

6. Business School: The character has been selected for training in business management. Up to four skills may be received as a result. Roll 5+ on one die for each of the following skills: admin, liaison, computer, and legal. Characters with business school training of any kind will receive a DM +1 on promotion rolls when taking examinations for the ranks of senior line captain (O6) and line commodore (O7).

Multiple School Assignments: Characters who receive several assignments to the same school are considered to be taking refresher courses in the listed skills. If a character already has a skill level 3+ in any skill or skills offered by the school, then any assignment to the school is as an instructor; instead of the stated skills, the individual receives an automatic instruction skill.

RE-ENLISTMENT AND MUSTERING OUT

After completing four one-year assignments, a character has completed one term

and may attempt to re-enlist. Re-enlistment is allowed on a throw of 4+; if the die roll is 12 exactly, then the individual is required to re-enlist.

Re-enlistment in a Different Department: Characters may not re-enlist in a different department unless trained in the desired department (through special duty). If the individual has been so trained, re-enlistment in the new department is allowed at the beginning of the new four-year term.

Officers who change departments will enter at the highest rank they are qualified for, but will never hold a higher equivalent rank than they held in the department from which they came. Promotion in the new department must then proceed by the usual examinations.

Short Terms: If an individual has begun his or her term of service at an age which conflicts with normal procedures, then he or she must re-enlist or muster out at the next correct age (22, 26, 30, etc.) even if the term will be shorter than four years.

Mustering Out: At the conclusion of a character's last term, all mustering out benefits are received as described in **Traveller** Book 1. A new set of tables, however, has been provided.

Retirement: Retirement is treated as indicated in **Traveller** Book 1.

Aging: Aging is conducted in accordance with **Traveller** Book 1.

Term Skills: Skill eligibility indicated in this book is in lieu of skill eligibility indicated in **Traveller** Book 1.

SKILLS

Most skills called for by this character generation system appear in **Traveller** Book 1. The twelve skills presented here are taken from Book 5, *High Guard,* or are entirely new.

Broker: The individual is skilled in areas relating to the purchase and resale of products and goods.

Broker skill permits a character to act as a broker, as described in **Traveller,** Book 2, in the rules on trade and commerce. A character with this skill may apply it as a DM on the actual value table. Broker skill may also be applied as trader skill at one level less than the indicated number.

Carousing: As discussed in Book 5, *High Guard.*

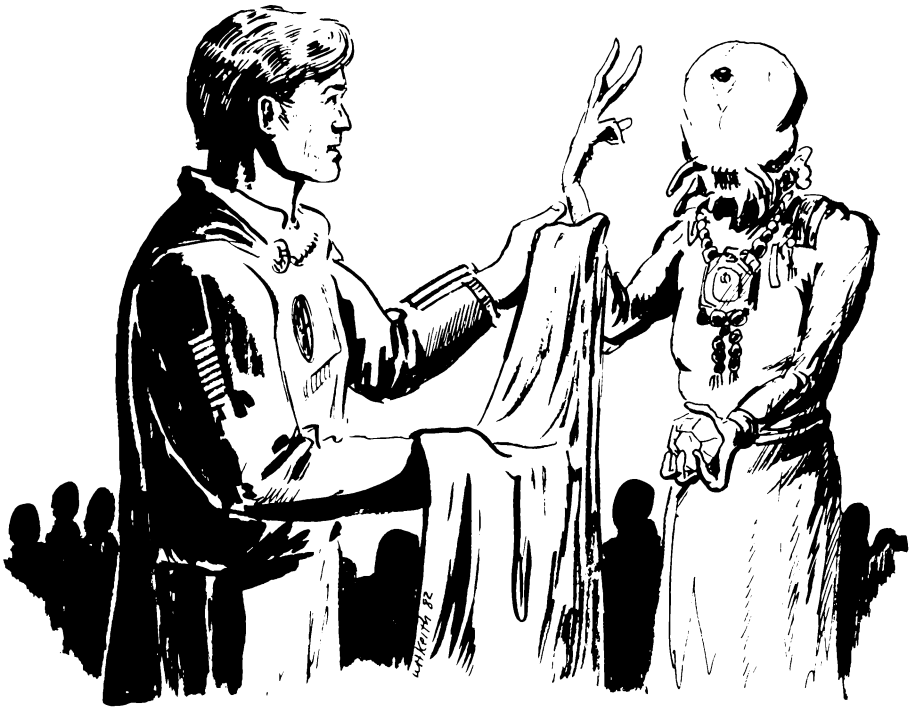
Communications: As discussed in Book 5, *High Guard.*

Gravitics: As discussed in Book 5, *High Guard.*

Instruction: As discussed in Book 5, *High Guard.*

Legal: The individual is familiar with general laws and regulations that govern interstellar travel and relations.

Familiarity with the laws that control interstellar commerce is essential for any trader. Legal skill reflects a knowledge of these regulations. The character will not, however, be familiar with the myriad laws on each individual world encountered, or be able to function as a lawyer.



On each call at a new planet, ships will be inspected by port authorities to check compliance with interstellar law; also, on occasion, patrol ships will board and inspect ships. A basic throw of 7+ is needed to pass this inspection. DM +1 is granted for every level of legal skill, or every two levels of admin skill. A DM of -5 is imposed if something illegal is aboard ship otherwise, failing the die roll is assumed to indicate a violation of some petty bit of red tape, or minor safety infraction. (Of course, other skills and factors may be applicable to this roll as well, such as bribery, forgery, and so on, and should be taken into account.)

Legal skill can generally be used as admin skill at one level lower than the indicated number. Other situations may arise where specific throws and DMs should be generated.

Liaison: As discussed in Book 5, *High Guard.*

Melee Combat: The character is skilled in the techniques of close combat.

Melee combat skill is the equivalent of twice brawling skill (two levels of brawling equals one level of melee combat). The skill represents mastery of various disciplines such as judo, karate, savate, etc. All hand-to-hand combat is affected; in addition, the character will increase his or her skill in the use of

other melee weapons due to increased balance, timing, and reactions. One level of skill is added to all blade weapons in which skill is already held (except cutlass and broadsword).

All brawling weapons are affected as with brawling skill, but at twice the indicated level.

Recruiting: As discussed in Book 5, *High Guard.*

Ship Tactics: As discussed in Book 5, *High Guard.*

Trader: The individual has an awareness of the techniques and practice of commerce of all kinds.

A character may use trader skill to estimate resale value of items in the trade and commerce rules. For every two levels of trader skill the character has, one of the dice for the resale value table can be rolled in advance. Trader-4 can thus be used to predict the exact resale value of any item bought for speculative trade. Since conditions may change after such a prediction is made, however, 8+ must be rolled when making the resale for the original estimate to hold up. If it does not, recalculate the value. Trader skill is applied directly to the roll.

Trader skill is also used as a favorable DM on the reaction table in situations where selling, buying, or other haggling is being undertaken.

Zero-G Combat: As discussed in Book 5, *High Guard.*

Note: Gunnery, blade combat, and gun combat skills are all handled in accordance with **Traveller** Book 1 definitions.

PRE-ENLISTMENT OPTIONS

A character may, at age 18, examine the options available instead of direct enlistment in one of the merchant services. These include college and the merchant academy.

College: Any character may apply for admission to a college. The admission throw determines if the character begins attending college; if the throw is not achieved, the character remains at age 18 and may begin another course of action. The success throw determines if the character remains in college for the full four years; if the throw is not achieved, the character has aged one year (to age 19) and may now enlist in the merchant service; this first enlistment will be for a short (three year) term. The education throw determines the increase in education the individual receives while in college; a throw of less than one is treated as one. Finally, the individual throws for honors (representing a high level of achievement while in the education process): achieving the throw allows the individual to apply for medical or business school. Regardless of whether the individual makes the honors throw, he or she has graduated, aged four years, and may now enlist in the merchant service.

College (four years)

Admission	9+	DM+2 if Educ 9+
Success	7+	DM+2 if Intel 8+
Education	1D-2	DM+1 if Intel 9+
Honors	10+	DM+1 if Educ 10+

Commissions are not automatically granted to any merchant service in the

course of college education, but the increases earned in the individual's education as a result of college may assist in various phases of a merchant career.

The Merchant Academy: Any character with an education of 8+ may apply for admission to the merchant academy. The admission throw determines if the character is accepted at the academy; if unsuccessful, the character has aged one year (to age 19) and may now enlist in a merchant service for a short (three year) term. The education throw indicates the character's increased education as a result of attendance (if the throw is less than one, there is no increased education). If the honors throw is acheived, the character is recognized for scholastic accomplishment, and may apply for admission to medical school or business school. In any case, the character has graduated from the merchant academy, and automatically receives a commission as a cadet in the merchant service; he or she is now 22 years of age. Merchant academy graduates may not join the free traders — they are required to join a more organized line. This is accomplished according to the enlistment procedures given earlier, with the exceptions that the character must attempt to enlist in a sector-wide line first, and if unsuccessful, is then automatically accepted into a subsector-wide line. (This is allowed regardless of the character's homeworld, since the academy is considered to be located in a type A starport.)

Merchant Academy (four years)

Admission	9+	DM+2 if Educ 10+
Success	9+	DM+2 if Intel 8+
Education	1D-3	DM+1 if Intel 9+
Honors	9+	DM+1 if Intel 9+

Skills: Use appropriate department training special assignments.

Skills granted are in addition to academy education. Characters select the department in which they intend to serve, and use the appropriate department training special assignment information to earn skills.

In the event that a character attends medical school, service does not begin until that education is completed.

Medical School: Any character who graduates with honors from college or the merchant academy may apply for admission to medical school. The admission throw determines if the character enters medical school; if unsuccessful, the individual then enters into the merchants. The success throw determines if the character remains in medical school for the full four-year term; if unsuccessful, the character has aged one year (to age 23) and may then join the merchants normally for a short (three-year) term. The skills shown are received automatically. If the honors throw is achieved, the character receives one additional level of medic skill and one level of computer skill. The character then graduates (at age 26). He or she is then granted an automatic commission as assistant medical officer (rank O2) in the purser's department (free traders grant a basic rank of O2).

Business School: Any college honors or merchant academy graduate may elect to attend business school automatically. Business school is explained in the special duty section.

Attendence at business school is possible only for honors graduates, and lasts one year. When the character reports for duty, it is for a short (three-year) term. Although the merchant special duty section is used, this is considered to be a regular school open to anyone, even those who intend a career in the free traders.

ENLISTMENT DIE ROLLS

Enlistment	7+
DM +1 if Stren 7+	
DM +2 if Intel 6+	
Re-enlist	4+

Note: If a 12 is rolled on the re-enlist throw, re-enlistment is mandatory.

ASSIGNMENT POSITION

Deck	9+
Engineering	8+
Purser's	7+
Free Trader	8+

DMs: +1 if Intel 9+, +1 if Educ 9+.

SPECIFIC ASSIGNMENT TABLES

	Merchant Lines		*Free Traders*
2	Speculative Trade	2	Route
3	Route	3	Speculative Trade
4	Exploratory Trade	4	No Business
5	Route	5	Exploratory Trade
6	Charter	6	Charter
7	Route	7	No Business
8	Route	8	Charter
9	Route	9	Exploratory Trade
10	Exploratory Trade	10	Speculative Trade
11	Special	11	Route
12	Special	12	Smuggling

DMs: Merchant Lines – If college educated and not commissioned, +1. Free Traders of rank O6 (captain/owner) may roll again once, if desired, unless a No Business result is achieved.

SPECIAL DUTY
(Merchant Lines Only)

	Enlisted	*Officers*
1	Trading Station	Command School
2	Trading Station	Deck Department Training
3	Deck Department Training	Engineering Department Training
4	Engineering Department Training	Purser's Department Training
5	Purser's Department Training	Trading Station
6	Commission	Business School
7	Commission	Management Training

DM +1 if Education 9+

Notes to Assignment Resolution Table: * These two assignments are unusual. Instead of regular tables, consult the appropriate information below to determine skills earned.

Smuggling: Up to five skills may be gained. Roll 5+ (on one die) for each of the following skills: streetwise, bribery, forgery, gun combat, ship tactics.

No Business: Up to three skills may be gained. Roll 4+ (on one die) for each of the following skills: liaison, carousing, streetwise. The character is considered to be looking for employment, business, etc.; while some jobs probably are undertaken, none is particularly worthwhile.

ASSIGNMENT RESOLUTION

Deck Dept.	*Route*	*Charter*	*Explor. Trade*	*Spec. Trade*
Survival	auto	3+	4+	3+
Bonus	none	none	11+	12+
Skills	7+	7+	5+	6+

DMs: For survival, if any department skill is 2+, +1.

Engineering Dept.	*Route*	*Charter*	*Explor. Trade*	*Spec. Trade*
Survival	auto	auto	4+	3+
Bonus	none	none	12+	11+
Skills	7+	6+	5+	6+

DMs: For survival, If any department skill is 2+, +1

Purser's Dept.	*Route*	*Charter*	*Explor. Trade*	*Spec. Trade*
Survival	auto	auto	3+	auto
Bonus	none	none	12+	11+
Skills	6+	5+	8+	7+

DMs: For Bonus, + steward skill.

Free Trader	*Route*	*Charter*	*Explor. Trade*	*Spec. Trade*	*Smuggling*	*No Business*
Survival	3+	4+	5+	5+	6+	3+
Bonus	11+	10+	8+	7+	6+	none
Skills	7+	6+	5+	5+	*	*

DMs: For Bonus, + trader skill, for survival, + pilot skill.

MUSTERING OUT BENEFITS

Die	*Material Benefits*		
Roll	*Sector-wide Line*	*Subsector-wide Line*	*Free Traders*
1	Middle Passage	Low Passage	Low Passage
2	+1 Intelligence	+1 Intelligence	+1 Endurance
3	+2 Education	+2 Education	+1 Intelligence
4	Middle Passage	Gun	Gun
5	High Passage	Middle Passage	Blade
6	High Passage	High Passage	Middle Passage
7	Travellers	Merchant ship	Merchant ship

Weapons benefits must be declared as to type immediately; additional benefits of that type may be declared as skill. Characters with rank O5+ may add +1 to their rolls on this table.

MUSTERING OUT CASH

Die Roll	*Cash Table (in Cr)*		
	Sector-wide Line	*Subsector-wide*	*Free Traders*
1	5,000	1,000	–
2	5,000	5,000	1,000
3	10,000	10,000	5,000
4	10,000	20,000	10,000
5	40,000	20,000	20,000
6	40,000	40,000	50,000
7	50,000	40,000	100,000

A maximum of three rolls on the cash table are allowed per character on mustering out (bonuses are extra). All remaining rolls must be on the material benefits table. Individuals with gambling expertise are allowed a DM of +1 on the cash benefits table.

Characters are allowed one roll per term of service; rank O1 or O2 is allowed one extra roll, rank O3 or higher is allowed two extra rolls.

SERVICE SKILLS TABLE

Die Roll	*Merchant's Life*	*Shipboard Life*	*Officer Skills*	*Mercantile Skills*	*Master's Skills*
1	Brawling	Gambling	Melee Cbt	Streetwise	Admin
2	Melee Cbt	Blade Cbt	Vehicle	+1 Intel	Computer
3	+1 Endur	Gun Cbt	Ship's Boat	Broker	Navigation
4	Carousing	Vacc Suit	Computer	Trader	Pilot
5	Gambling	Ship's Boat	Gun Cbt	Liaison	Legal
6	Streetwise	Zero-G Cbt	Liaison	Admin	Leader
7	+1 Intel	Liaison	Leader	Legal	+1 Intel
8	Trader	Commo	Admin	Recruiting	Recruiting
9	+1 Educ	Admin	–	–	–
10	Carousing	Jack-o-T	–	–	–
DMs:	*+4 if O1+*	*+4 if O1+*	*+2 if O4+*	*+2 if O4+*	*+2 if Free Trader*

Notes to Table of Ranks and Promotions: The free trader rank O6 (captain/owner) reflects the actual ownership of a Type A free trader. The same rules and procedures govern here as are found in the merchant ship material benefit result in the mustering out process. The first time a character gains a "promotion" to rank O6, he or she gains title to a ship. Subsequent promotions indicate 10 years of payments having been made. These results can be combined with mustering out benefits. A captain/owner of a merchant ship is always retained in that assignment. Promotion to medic (O3) is only permitted to those who have held the rank of assistant medic first. The ranks of assistant medic and medic, and the ranks of assistant purser and purser, are parallel tracks, and once entered must be completed. However, both medic and purser may attempt to be promoted to the rank of chief purser (O4).

All senior officers (ranks O5 and higher) are drawn from the deck department. Characters must transfer to that department to achieve a rank higher than O4.

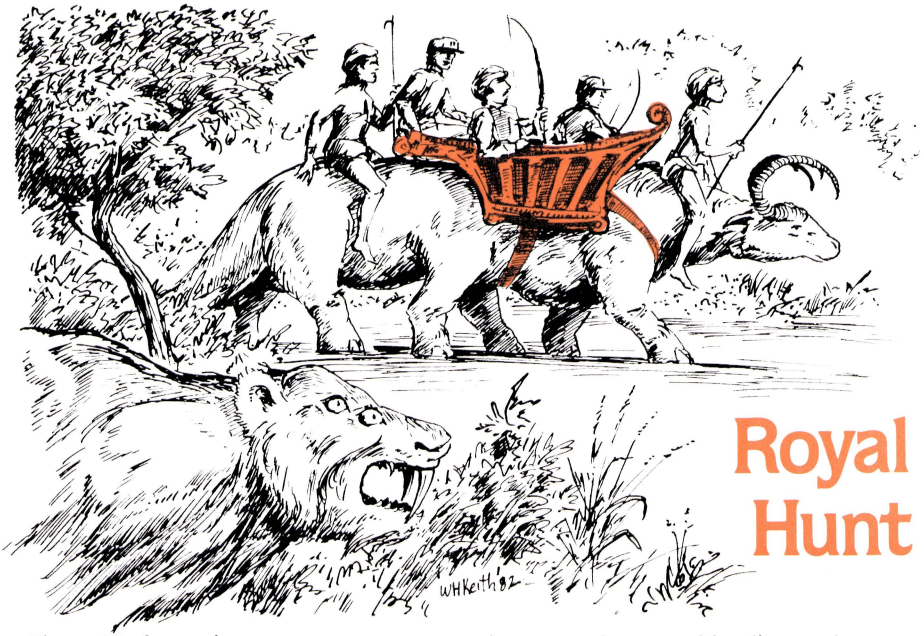
DEPARTMENT SKILLS TABLE

Die Roll	*Deck Dept*	*Engineer Dept*	*Purser Dept*	*Free Trader Service*	*Free Trader Business*	*Trader's Life*
1	Vacc Suit	Mechanic	Steward	Steward	+1 Intel	+1 Dex
2	Electronic	Mechanic	Steward	Ship's Boat	Streetwise	Melee Cbt
3	Commo	Electronic	Steward	Mechanical	Trader	+1 Str
4	Computer	Grav	Vacc Suit	Electronic	Broker	Brawling
5	Gunnery	Engineering	Admin	Commo	Carousing	Gun Cbt
6	Pilot	Engineering	Medical	Engineering	Legal	Vehicle
7	Navigation	Engineering	Liaison	Computer	Admin	Broker
8	Leader	Jack-o-T	Jack-o-T	Gunnery	Bribery	Trader
9	–	–	–	Navigation	Liaison	Streetwise
10	–	–	–	Pilot	Recruiting	Carousing
DMs	*+2 if O1+*	*+2 if O1+*	*+2 if O1+*	*+4 if O1+*	*+2 if O2+* *+4 if O4+*	*+4 if O1+*

TABLE OF RANKS AND PROMOTIONS

Deck Department	*Exam*	*Qualifications*
O0 Cadet	–	Commission
O1 Fourth Officer	6+	Pilot-1
O2 Third Officer	6+	Navigation-1
O3 Second Officer	7+	Pilot-2
O4 First Officer	7+	Admin-1
O5 Captain	9+	Legal-1
O6 Senior Captain	8+	Admin-2
O7 Line Commodore	8+	Admin-3
Engineering Department	*Exam*	*Qualifications*
O0 Cadet	–	Commission
O1 Junior Engineer	8+	Mechanic-1, Electronic-1
O2 Assistant Engineer	7+	Engineering-1
O3 Engineer	7+	Engineering-2
O4 Chief Engineer	9+	Engineering-3, Admin-1
Purser's Department	*Exam*	*Qualifications*
O0 Cadet	–	Commission
O1 Junior Purser	5+	Steward-1
O2 Assistant Purser	5+	Steward-2
O2 Assistant Medic	Med. School	Medic-1
O3 Purser	6+	Liaison-1
O3 Medic	6+	Medic-2 & asst. medic rank
O4 Chief Purser	7+	Steward-2, Admin-1
Free Traders	*Exam*	*Qualifications*
O0 Cadet	8+	Commission
O1 Fourth Officer	6+	Pilot-1
O2 Third Officer	6+	Navigation-1
O3 Second Officer	7+	Pilot-2
O4 First Officer	7+	Admin-1
O5 Captain	9+	Legal-1
O6 Captain/owner	11+	None

This special supplement provides an expanded character generation system for the Merchant service, including new procedures and four new skills. It originally appeared as a pull-out section in the Journal of the Travellers' Aid society, issue number 12.



Royal Hunt

Players' Information:

Krajraha is a non-industrial world famous for its exotic wildlife and for the valuable mineral deposits discovered in the Induial mountain region overlooking the main settlements in the fertile plains surrounding the Dweljahra River.

Amber Zone

The substantial deposits of topoline and athast, both useful to a number of industrial processes, have attracted the attention of Langhausen Industries, LIC, a major mercantile concern. Elas Dulandir, one of the principal partners at Langhausen, intends to negotiate an agreement giving the company a virtual monopoly over mineral rights on planet. He approaches the adventurers to act as bodyguards and general assistants during his visit to Krajraha. Payment of Cr15,000 apiece will be made for two months of routine work.

The Potentate of Krajraha, a powerful and wealthy individual, is known to be something of a dilettante. He is, however, honest, friendly, and apparently well-disposed to the Langhausen offer. As Dulandir and his party arrive, the Potentate is in the midst of plans for the annual royal hunt, an event that is the highlight of court life on Krajraha. He invites Dulandir to accompany him on the expedition, a leisurely journey up the Dweljahra river and into the foothills Langhausen is interested in mining. As the procession will take at least six weeks, Dulandir accepts.

Referee's Information:

Unbeknownst to Dulandir or the adventurers with him, the Potentate has been approached by representatives of a rival company, Nusku Trade, LIC. Though the Potentate has turned down their offer, Nusku has made contact with dissidents in the court. The chief of these, a trusted royal advisor named Hamir, has decided to put both the Langhausen party and the Potentate out of the way, placing the Potentate's idiot son on the throne, with Hamir completely in control. Then a deal with Nusku, which has promised Hamir some personal favors for his support, will

be made.

Hamir has chosen the hunt as the perfect time to do away with his enemies. A number of his men are among the retainers with the Potentate, and more are trailing the party when it sets out into the jungles of the Dweljahra Valley. Several different arrangements have been made, and one of the accidents will surely take care of Hamir's needs.

The hunt has become more of a ceremonial procession than anything else, with the expedition moving at a leisurely pace, mounted on yulyas (large, low-slung, temperamental beasts of burden). Hunting is done with bows, and the adventurers are not permitted to carry off-world weapons. Concealed knives or body pistols, however, will not be discovered, should anyone try to carry them. Any other type of pistol will be discovered on a roll of 8+, and any larger weapon will be automatically discovered. These rolls are made once at the start of the expedition, and the person carrying them will be excluded from the hunt.

The referee should provide a map of the route the hunt will pass through, and the terrain there. Animal encounter tables (Supplement 2, *Animal Encounters,* medium world, standard atmosphere is a good source) should be used during the course of the expedition. In addition, the referee should introduce several possible encounters based on Hamir's assassination attempts. Some possibilities (by no means exhaustive) are listed below. When introduced, they should seem to be part of the regular encounter process . . . thus forcing the adventurers to recognize for themselves that something sinister is going on.

Some possible "accidents":

Accidental Bowshot: One or more times, an arrow can be "accidently" fired toward the Potentate or the off-worlders. It can narrowly miss, or it can hit one of the targets or some chance native retainer. As the arrows are all dipped in a highly poisonous venom, anyone hit will take extra damage in addition to normal arrow hits. The poison inflicts 3D damage per round for 1D rounds.

Treacherous Guide: A native guide in Hamir's pay leads the party into some natural hazard — a perilous cliff, a bad river crossing, etc. As the Potentate, his retainers, and his honored guests ride near the head of the column, this will prove very dangerous.

Bolting Yulya: Though placid enough for domestic use, the yulya is temperamental and, under certain conditions, easily startled. Prior to the start of the hunt, several of the yulyas were drugged to make them irritable and increase their chances of bolting (8+ for any particular beast to be drugged). A loud noise or animal attack could be enough to frighten the beast into stampeding. Two or three riders are normally carried on each beast. Trained mahouts are required to control each animal. Even a trained mahout will have trouble (roll 11+ each round) calming a drugged animal once it has been startled.

Animal Attack: A particularly nasty creature found along the riverbanks of the Dweljahra is the Delajabar, an amphibious killer which delights in rending its prey before consuming it. One or more of these might be set upon the party deliberately. Should this occur away from the river, it might prove a clue that something is afoot.

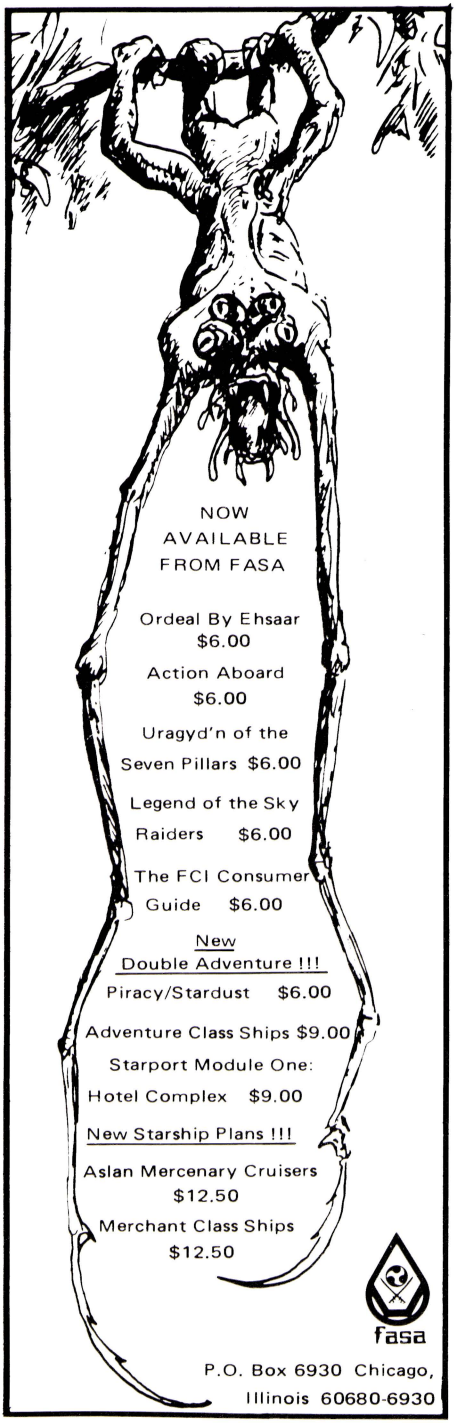
Night Assassination: A highly poisonous, but very small animal might be introduced into the tents occupied by party members at night, or a more conventional visit might be attempted, in order to kill the Potentate by some means which will appear to be natural causes.

In all of the above, the incident should appear accidental. By allowing the adventurers to foil the first assassination attempt (even to the extent of allowing them to do it by accident, the referee can tip the players off to the fact that something is up, and get them to looking for more details of the plot.

Hamir and the Potentate's son are left behind at the capital. Only a handful of the assassins know that Hamir employs them. If one of these is captured and made to talk, and Hamir's name is revealed, the Potentate will handsomely reward the people who make the capture. The same is true if his life is saved (referees: use discretion in the amount of the reward. It could just as easily not be cash, but large estates, or some artifact, all of great value on Krajraha, but almost worthless elsewhere).

The referee may choose to add complications. Making Hamir an honest retainer, and adding a party determined to discredit him at court by blaming the assassination on him is one possibility. Another is to try to implicate the adventurers in the assassination attempt.

— J. Andrew & William H. Keith



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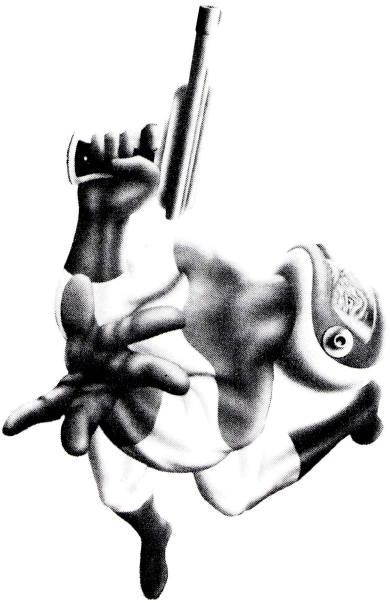

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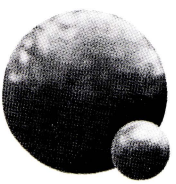

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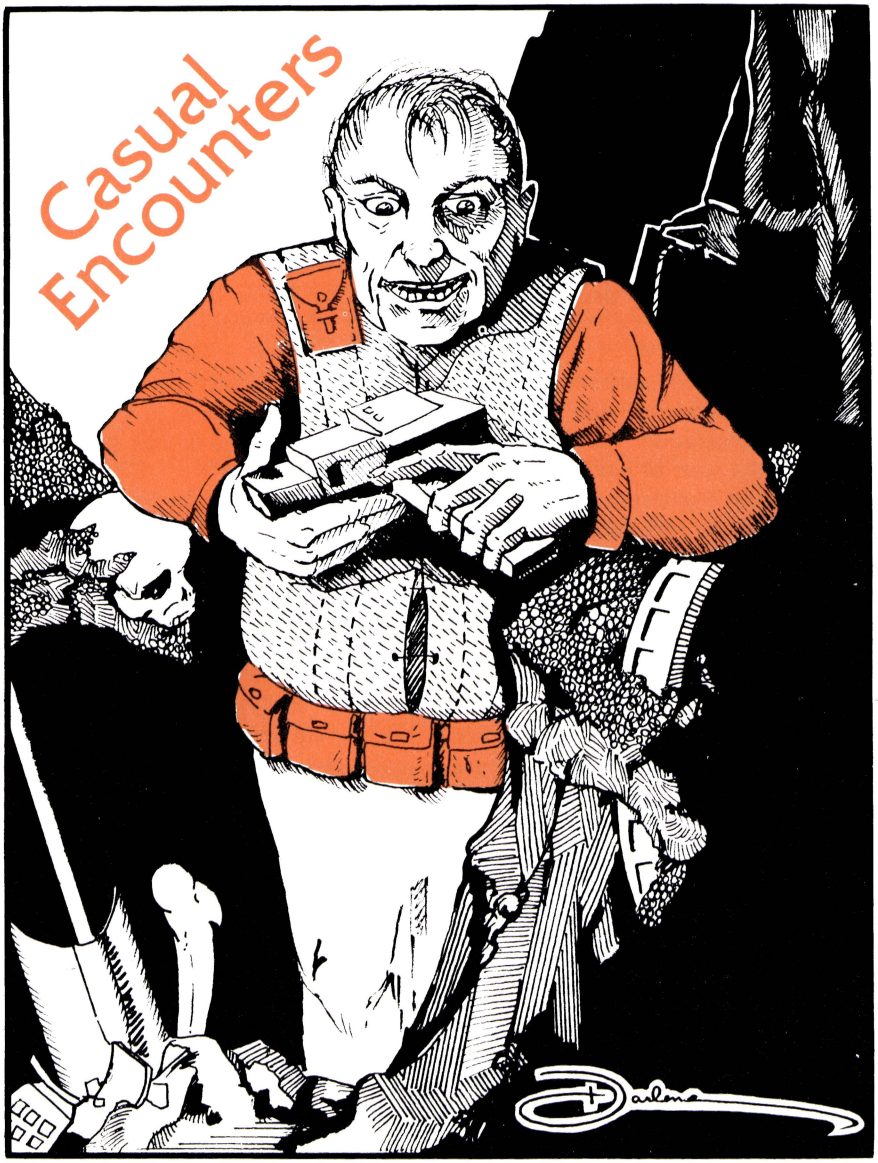


Scientist/Archeologist

Dev Landrel 6B88B6 Age 38 5 terms MCr1.5
Leader-1, Jack-o-Trades-2, Computer-1, Body Pistol-1

An amateur xenoarcheologist, Landrel has long been fascinated by the Ancients, whose star-spanning culture flourished some 300,000 years before the rise of the Third Imperium. Landrel is the son of a wealthy planetary official, and is, himself, independently wealthy. He spends his time following leads to possible Ancient sites and organizing private archeological excavations under his own leadership.

Landrel is snobbish, vain, and temperamental, given to impatience and fits of explosive rage. This, coupled with his

opinionated and stubborn beliefs (even in the face of evidence to the contrary), leaves him poorly suited to the work of archeology. He is quite incapable of the painstaking and exacting work found in field excavation, and equally unable to to master the tact and diplomacy required in dealing with people — either fellow archeologists or representatives of officialdom.

Landrel's lack of patience is typified by his tendency to rush into jobs without preparation or precaution, often on the spur of the moment and with only the slightest excuse. He tends to feel that he, and he alone, is competent in the field of the Ancients; all others, especially the recognized authorities in the field, he considers to be fools and dolts. He will brook no delay in his work; he has been accused of undermining the foundations of a 1500 year old building — a memorial to the first colonists on Gram — while digging for a rumored cache of Ancient artifacts that was supposed to exist below. Instead he discovered the wreckage of an early colonial transport vessel, almost completely intact. The ship was of an age such that it might have been the first colonization ship to reach Gram, a priceless treasure. He did not bother to properly excavate or study the ship, but merely photographed enough of it to give him the basis for an article in a popular magazine. The site was seriously damaged in his continued search for artifacts. He is still wanted by the Sword World government for criminal destruction of public historical treasures.

Two basic urges lie at the root of Landrel's activities. First and foremost is the desire to have his theories, which have received considerable criticism, vindicated. Among his more controversial ideas, Landrel refuses to accept the popular consensus that holds the Ancients to be represented in present times by the Droyne. Landrel maintains that the Droyne are merely the remnants of an unimportant servile race, and that the Ancients were, in fact, of a stock similar to humaniti. He also is convinced that he has clues to the location of the Ancient homeworld — which he claims is now a free or wandering planet somewhere in the Spinward Marches — which, if he could discover it, would once and for all assure him the place in the annals of archeology that he desires above all else in the universe.

Landrel is also very much attracted to the material side of archeological discovery. He is known to have smuggled artifacts off of planets where local law would otherwise have limited his access to them; it is rumored that he has engaged in out-and-out plundering of priceless storehouses of archeological lore merely to satisfy his own interest in antiquities. His colleagues disdainfully refer to him as "the Treasure Hunter" when they mention his name at all.

Adventurers might come across Dev Landrel in any of a number of ways. He may recruit them to act as his bodyguards during one of his shadier exploits, such as an attempt to smuggle artifacts off-world. They might be offered a job as escorts for an expedition he is putting together into a wild, dangerous area where he believes Ancient artifacts to exist.

On the other hand, agents from the Sword Worlds or some other defrauded government might approach the adventurers, asking them to locate Landrel and bring him to justice. Personal enemies from the scientific community may desire revenge for some slight or injury, or they might seek to "plant" the adventurers on one of Landrel's expeditions in order to discredit him in some way.

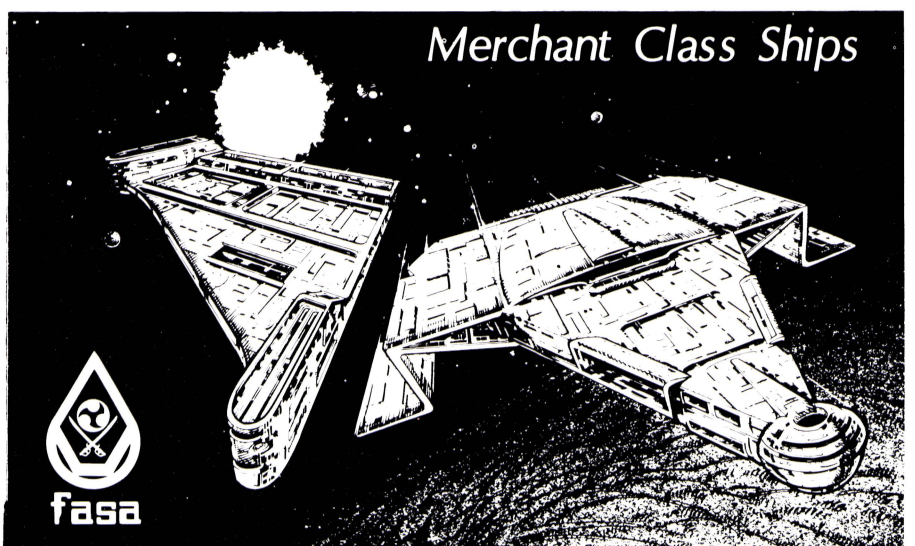
There is also a chance that Landrel

will simply appear as a chance acqaintance, met aboard a starship or in a fancy starport hotel or bar. In this case, he might offer them jobs, or the group might be caught in the middle of trouble when assailants attack Landrel. If the adventurers are offered jobs with Landrel, there is a possibility that he will abandon them, salaries unpaid, when he decides to move on to another excavation.

Lastly, there is a chance that Landrel will have artifacts of the Ancients or art treasures in his possession when the group encounters him; in this case, there is a possibility that members of the group will want to rob him (in this case, Landrel should have a bodyguard of two to make things interesting for the players). It should be pointed out that the relics Landrel is usually able to find are valuable for their artistic or historical interest rather than being miracle gadgets of high technology. Referees should avoid introducing gratuitous "magical" items, as these will tend to upset the balance of a campaign.

It is recommended that referees study more about the Ancients when they introduce Landrel as an NPC to an adventure. Further information can be found in Adventure 3, *Twilight's Peak* and Supplement 8, *Library Data.* Remember that Landrel's theories differ from accepted beliefs.

— J. Andrew and William H. Keith



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STRIKER ERRATA

The following errata have been found in the first printing of *Striker.* They have been corrected in the second printing.

Contrary to the copy on the box back, *Striker* contains the following components: Book 1, Basic Rules; Book 2, Advanced Rules; Book 3, Equipment; Design Sequence Tables (a 16-page booklet); two sheets of game play tables; two dice.

The Design Sequence Tables: The laser penetration table is missing from the booklet and is printed below.

LASER PENETRATION TABLE

Range	*TL 8-12*		*TL 13+*	
	Beam	*Pulse*	*Beam*	*Pulse*
Effective	10	12	12	15
Long	5	6	6	7
Extreme	2	3	3	4

The grav vehicle speed table has been changed and expanded, as shown at right. G values of 6 and 7 are for use with aircraft.

All environmental control equipment is tech level 5, and price is in Cr.

Ranges on the CPR direct fire range table are in cm.

In the notes to the energy weapon table, weight should be in kg per megawatt of input, not in tons.

On the propellant table (for tac missiles), the multipliers given are for tech level 6. Subtract 1 at tech level 7+.

On the airframe type table, the design speed of a hypersonic airframe should be 4500 kph, not 5000.

Book 2: In rule 37, Tac Missiles, a missile crew requires one loader if the missile weighs 50 kg or less, two loaders if it weighs over 50 kg.

Book 3: In Design Sequence 9, Tac Missiles, a tac missile warhead is a low velocity round; it weighs .05 times the weight of a CPR round, not half.

A vehicle-mounted tube launcher weighs twice the weight of a missile; a field-mounted launcher weighs 4 times the weight of a missile. A magazine launcher weighs twice the weight of a missile plus half the weight of a missile for each space in the magazine.

On the table for individual weapons: slug throwers, a magazine of slugs for the 7mm ACR should cost Cr10, not Cr20.

GRAV VEHICLE SPEED TABLE

G	*S*
.10	120
.15	180
.20	240
.25	300
.30	360
.35	420
.40	480
.45	540
.50	600
.60	720
.70	840
.80	960
.90	1080
1.0	1200
1.2	1400
1.4	1590
1.6	1770
1.8	1950
2.0	2120
2.2	2280
2.4	2430
2.6	2580
2.8	2720
3.0	2850
3.5	3150
4.0	3400
4.5	3640
5.0	3840
6.0	4200
7.0	4500

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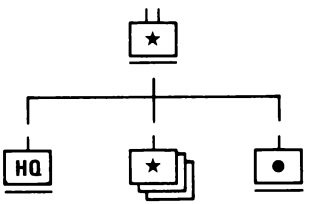
Imperial Marine Task Force Organization

Originally formed as a adjunct to the naval forces, the marines have developed into a full-fledged military force in their own right.

The marines serve several functions. They provide a hard-hitting, rapidly deployable strike force for offensive and defensive military operations. They guard vital installations for the navy and other branches of the Imperial government. They serve as an interstellar police force in many places along the frontier, keeping the peace and enforcing the Imperial rules of war. Because of this last function, they are known in mercenary parlance as "the cops"

ORGANIZATION



A marine regiment consists of a number of companies and sections and three force command headquarters. Units are attached to these headquarters to produce task forces tailored to specific missions. When necessary, a task force is separated from its parent regiment for special duties (such as assisting the interdiction of a world), and it is not unknown for them to be apart for years. Regimental integrity, however, is important to morale, and is maintained wherever possible.

This system was adopted because of the large number of radically different missions the marines are expected to perform. Over the years, it has proven very successful.

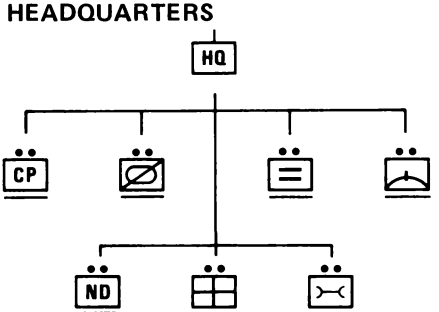
The organization shown above is of a typical marine task force intended for use in an all out war, in company with the rest of its regiment. It is light on logistical and administrative units, as these are contained in higher echelons. The force command headquarters has been augmented by the addition of numerous support units from the regimental pool of such units. Attached to the headquarters are three line marine companies (from the nine in the regiment) and a battery of meson guns (from the five in the regiment).

Alternative organizations might include other types of companies (a marine regiment includes two lift cavalry companies, one grav tank company, and one commando company) in place of or in addition to the line companies. Task forces intended to operate independently for long periods will be augmented by admin and logistical units.

The organizations of all units at company level and below are constant, and (aside from any possible augmentation) remain the same regardless of assignment.

All marine line troops are jump trained, and are issued jump capsules if the mission warrants.

FORCE COMMAND HEADQUARTERS



The *force command headquarters* contains a command post section and a communications section. A point de-

fense section, a nuclear damper section, a scout section, a medical section, a maintenance section, and a mess and transport section are attached from the regimental pool.

The *command post section* contains a command APC (with a driver, the CO, XO, and unit senior NCO), an intelligence team of four intelligence officers (who are divided between the two vehicles of the command post section), and a computer APC (with a driver and three computer technicians) equipped with a battle computer and other intelligence processing equipment. The command post section contains 2 vehicles and 12 personnel.

The *communications section* contains a communications APC (with a driver and three communications technicians) and an EW (electronic warfare) APC (with a driver and three EW technicians), equipped with electronic countermeasures equipment. The communications section contains 2 vehicles and 8 personnel.

The *point defense section* contains three point defense APCs (each with a driver and two point defense gunners) and an air/raft with a driver and the section leader. The point defense section contains 4 vehicles and 11 personnel.

The *nuclear damper* section contains four nuclear damper APCs (each with a driver and two nuclear damper technicians) and three ND direction APCs (with a driver, a vehicle commander, and two technicians). One of the vehicle commanders is also the section leader. The nuclear damper section contains 7 vehicles and 24 personnel.

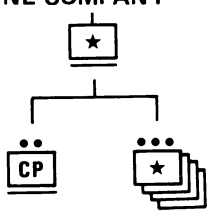
The *scout section* contains five air/rafts (with two scouts each, one of whom drives) and a command air/raft (with a driver/scout and the section leader). The scout section contains 5 vehicles and 10 personnel.

The *medical section* contains a surgical hospital APC (with a driver, a surgeon, and three medical assistants), a utility sled (with a driver and two medical assistants) and three ambulances (each with two medical assistants, one of whom drives). The medical section contains 5 vehicles and 14 personnel.

The *maintenance section* contains two recovery sleds (each with a driver and two mechanics), two shop sleds (each with a driver and three mechanics), two utility sleds (each with a driver and one mechanic), and an air/raft, with a driver and the section leader. The maintenance section contains 7 vehicles and 20 personnel.

The *mess and transport section* contains five utility sleds (each with a driver), four field kitchens (each with a cook and two cook's helpers, one of whom drives), and an air/raft (with a driver and the section leader). The mess and transport section contains 10 vehicles and 19 personnel.

LINE MARINE COMPANY



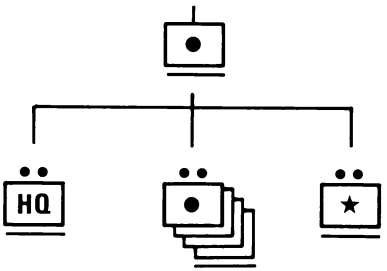
A *line marine company* consists of a command post section and four marine platoons.

The *command post section* contains a command APC (with a driver, CO, XO, the senior NCO, and a four-marine fireteam). The command post section contains 1 vehicle and 8 personnel.

A *marine platoon* contains a support APC (with a driver, a gunner, the platoon leader and the assistant platoon leader. The two senior personnel are trained as artillery observers) and five

squads. Each squad consists of an APC (with a driver, a gunner, a squad leader, and two four-man fireteams). The marine platoon contains 6 vehicles and 59 personnel.

MESON BATTERY



The *meson battery* consists of four firing sections, a battery headquarters section, and a battery security section.

Each firing section contains a meson gun sled (with driver, vehicle commander, gunner, and six gun crew). Each firing section contains 1 vehicle and 8 personnel.

The *battery headquarters section* contains a command APC (with a driver, the battery commander, and the battery assistant commander), a FDC APC (with a driver, a fire direction control officer, and three technicians), three FO air/rafts (each with a driver and forward observer), and a fuel sled (with a driver). The battery headquarters contains 6 vehicles and 15 personnel.

The *battery security section* contains an air/raft (with a driver and the section leader) and two marine squads which are identical to the squads in the line platoon. The battery security section contains 3 vehicles and 24 personnel.

EQUIPMENT

Line marine units are equipped to tech level 15 standards. Marines used as ship's troops usually lack vehicles, and are armed with hand-carried weapons only. All marines are equipped with battle dress, and are armed with FGMP-14s. Unlike other units, even administrative and logistical (but not medical) personnel are equipped and armed in this fashion, as all but medical personnel in a marine unit are expected to be able to fight.

The vehicles used in the line marine battalion are as follows:

Grav APC: A heavily armored grav vehicle armed with a rapid pulse fusion Y-gun and nuclear-tipped tac missiles. It carries a crew of eleven and is equipped with both direct and point defense fire control. This vehicle and its weapons are fully detailed in *Striker,* Book 3, page 29.

Support APC: Identical to the grav APC described above, with the exception that it is armed with a tech level 15 fusion Z gun, used for direct support of the troops in its platoon. Provision for four passengers has been removed and a slightly larger power plant and additional fuel tankage added.

Command APC: Identical to the grav APC, but provision for three passengers has been removed and a map table and other command equipment have been substituted.

Computer APC: A grav APC from which provision for six passengers has been deleted and a battle computer and other electronic intelligence processing equipment have been added.

Point Defense APC: A grav APC from which provision for six passengers has been deleted and to which extra fuel has been added. Its point defense fire control has been upgraded to TL15.

Nuclear Damper APC: A grav APC from which the weapons and provision for six passengers have been deleted, and additional fuel and a nuclear damper projector have been added.

ND Control APC: A point defense APC with added communications gear.

Air/Raft: As described in **Traveller** Book 3, page 23. The air/raft's armor

rating is 4 all around and 0 from above (the air/raft is open topped). Air/rafts in the scout section are armed with a VRF gauss gun; all others are unarmed.

Surgical Hospital Sled: An unarmed and unarmored vehicle equipped as a battalion aid station (see *Striker,* Book 3, page 48).

Ambulance: An unarmed and lightly armored grav vehicle carrying medical equipment for the field treatment of casualties and provision for six litters or eight sitting wounded.

Utility Sled: An unarmed and unarmored grav vehicle for the transport of supplies.

Recovery Sled: An unarmed and unarmored grav vehicle equipped with a crane (*Striker,* Book 3, page 45) and a vehicle mechanic's tool set (*Striker,* Book 3, page 48).

Shop Sled: An unarmed and unarmored grav vehicle equipped with a workshop package and vehicle mechanic's, electronics technician's, and weapon technician's tool sets.

Field Kitchen: An unarmed and unarmored grav vehicle with a field kitchen (*Striker*, Book 3, page 48).

Meson Gun Vehicle: Described below. A lightly armored grav vehicle, armed with a meson accelerator.

FDC APC: An APC from which provision for six passengers has been removed and a fire direction center added.

— *Loren Wiseman*

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The vehicle has a crew of 8 (commander, driver, and six gun crew). It mounts a tech level 15 meson accelerator in a chassis mount. It has tech level 15 indirect fire control. Height: 2m. Width: 3.5m. Length: 5.75m. Total Volume: 40.25 m^3. Weight: 50.8 tons. Price: Cr12,926,929.

Movement: Maximum, 600 kph/500 cm; cruise, 450 kph/375 cm; NOE, 40 kph/33 cm.

Movement Effects on Fire: The vehicle may not fire while moving.

Armor: Chassis front, sides, rear, deck and bottom, 4.

Target Size DMs: +3 low, no high hits.

Power: 252 megawatt fusion power plant consumes 280 liters of fuel per hour; fuel capacity is 700 liters, enough for 2.5 hours. Grav generators produce 1.5 Gs.

Weapons: The meson gun's characteristics are given in *Striker* Book 3, page 39.

Striking It Rich

Striker for the Traveller Player

A fair proportion of **Traveller** referees and groups — including my own — aren't really into miniatures. Some, boardgamers at heart, stick with *Snapshot* or *Azhanti High Lightning* to resolve altercations. Others find the original system in **Traveller** Book 1, with paper, pencil, and nothing more, to be just as satisfying. For these people, the introduction of *Striker* miniatures rules may seem of little importance. They tend to assume that miniatures rules will hold no great interest for them.

They couldn't be more wrong.

Using the miniatures combat rules in *Striker* won't be everyone's cup of tea. Even those who like to use miniatures may not be ready for the massive conflicts *Striker* sets out to re-create. But anyone involved in **Traveller** at all, whether as a referee or as a player, will find that *Striker* has some very useful applications. This may range from serving as a new combat system (its original purpose) to acting as a valuable source book that helps round out and extend the **Traveller** universe.

THE COMBAT SYSTEM

Striker extends the combat system first presented in *Azhanti High Lightning*. In so doing, we are given data on every weapon **Traveller** has ever brought out — including the larger support and artillery weapons from *Mercenary* and new ones like the laser pistol and the gauss pistol. A little juggling of numbers may be necessary to match systems other than *Striker* — ranges are printed in tens of meters on the tables included — but overall, this new information is extremely valuable for anyone who wants to consolidate, and at the same time expand upon, past **Traveller** weaponry.

Further, the use of the *Azhanti*-style combat system — arguably the "clean-

est" used by **Traveller** games — is much enhanced by rules showing how to translate their results of light and serious wounds into character-oriented dice damage. This bridges an important gap, and gives players the option of using the new system in regular, day-to-day adventuring. For this alone, *Striker* offers great potential to non-miniatures players.

EQUIPMENT

Striker has another feature that is invaluable. It provides us, at last, with a really wide range of new equipment that is available in the **Traveller** universe. This is not to say that we've not seen some of this equipment before — we have. But, in *Striker,* we also get breakdowns of size/price differences as tech levels get higher. This saves the referee an enormous amount of mental arithmetic and/or outright guessing when he's put on the spot about, for example, the difference between a tech level 8 communicator and a tech level 15 communicator.

Let us also mention some of the interesting new additions to the available equipment that *Striker* offers. Commo gear is expanded in a truly amazing fashion; tech levels, prices, sizes, and most importantly, power output and ranges are all broken down very nicely. Radio jammers are expanded in the same way, to allow for some interesting possibilities pitting jammers against radios. This can help considerably in referee or players' efforts to overcome the opposition.

And the demolition rules! Here, finally, is a set of rules that will let players blow things up to their hearts' content. I don't think there is a **Traveller** group anywhere that hasn't longed for some detailed rules on demolitions.

And so it goes — map boxes, battle computers, and dozens of other items, all discussed in far greater detail than past books have ever allowed. *Striker,* once again, proves its worth even to those who never touch a lead figure.

VEHICLES

The vehicle design rules presented in *Striker* may take some getting used to, in fact, they are at least as involved as the starship design rules from *High Guard.* But, on the other hand, these rules open up some interesting new vistas. Being able to design a variety of new vehicles makes it possible to explore many new channels that were closed by the comparative scarcity of vehicle types in basic **Traveller** and later supplements. Now, instead of four or five basic types, we have the chance to design specific vehicles for specific needs on planets of any tech level. And that makes our picture of the universe at once far more consistent and far more diverse; both these aspects are extremely important.

On top of this, the vehicles are finally integrated into the combat system. This allows for vehicular damage and effects, a facet of virtually every **Traveller** confrontation which has been, until now, left as a referee judgement call that had every chance of being mishandled by those referees who weren't sure of what was reasonable and right. As with the other things discussed above, the introduction of *Striker* vehicles goes a long way towards helping out the **Traveller** concept into a thoroughly consistent whole.

OTHER POSSIBILITIES

Striker offers some other interesting possibilities. For instance, rules allow the integration of starship weaponry into the resolution of actions on the ground. Not only does this handle the idea of orbital support, but far more important to the average player is the

chance to make use of a grounded starship's weaponry against attackers, with a full knowledge of just how good that weaponry really is. By the same token, armor ratings are now integrated, so the people making the attacks will have an good idea of what it takes to cause damage to the ship too.

The list of additions to a regular **Traveller** campaign that can be explored with the aid of *Striker* goes on and on. The game may not be for everyone; there is every possibility that a particular group or referee may simply not be interested in adding such details, or may have already added ones more suited to their particular universe, but the game should not be dismissed as something only for dedicated miniaturists; any person who is involved with **Traveller** to any great extent should at least consider the game's potential.

As a game for miniatures players, *Striker* is amazingly complete, and no fan of science fiction warfare will want to miss the chance to explore all the possibilities of future combat. But, for anyone who ventures into the universe of **Traveller,** *Striker* offers just as much, or more, on the strength of its information alone. Taken in all, *Striker* makes it possible for every **Traveller** player to get the most out of everything that has gone before . . . and thus is an item no one will want to pass by.

— *J. Andrew Keith*

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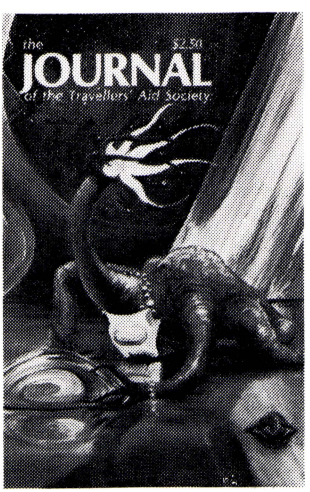

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